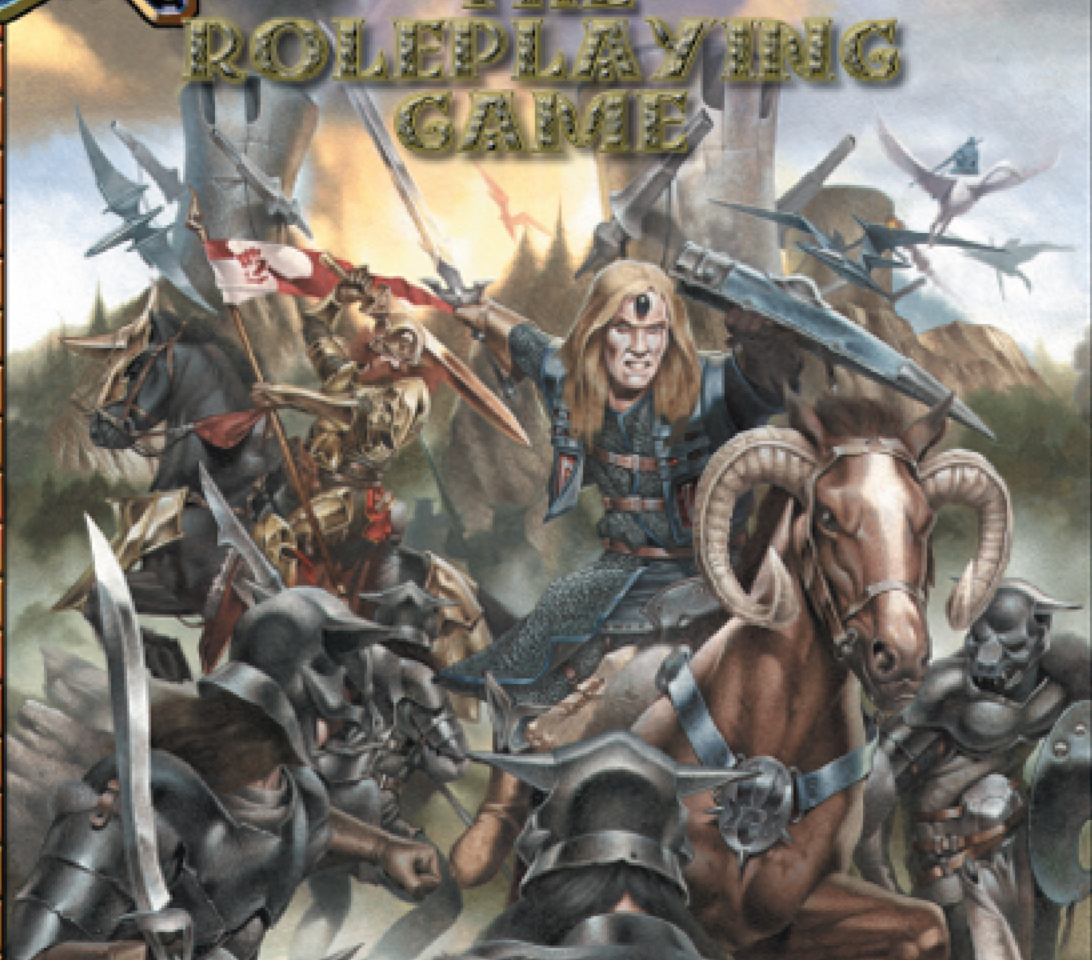
Michael Moorcock's

Hawkmoon

The Roleplaying Game



The Eternal Champion

RuneQuest

Michael Moorcock's Hawkmoon The Roleplaying Game

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INTRODUCTION

This book is a portal.

Step through it now, and be carried by the howling winds of the timestream though the infinite corridors of the Multiverse, into the far future, perhaps into another aspect of your being…

…and find yourself in a wild land, an untamed land. Marshes and forests surround you on every side and you can smell salt air when the wind blows from the south. Surprised by your sudden presence, three raucous scarlet flamingos take to the air, flapping in a panic into the varicoloured sky. Through a gap in the rampant greenery, you can see a narrow path atop an earthen bank winding through the marshes.

Something unwholesome moves through the marsh, sending a wash of brackish water surging against your thighs. From below, a slimy, glutinous voice globbers and whispers dire threats and promises. You glimpse strangely human eyes peering at you from the mud. Terror seizes your heart as you realise that it must be one of the fabled baragoons, monsters that were once human, but transformed by blackest sorcery into horrors that now haunt the marshes of the Kamarg.

The monster slithers closer to you, its movements washing the caked mud from its razor-sharp talons. It coils to lunge at you – then stops, cocks its head for a moment, and vanishes back into the darkness. A moment later, you hear the noise that drove the monster back into its watery den: the sound of hoofbeats thundering along the path. You turn, and catch a glimpse of a rider all armoured in bronze (but why, then, did it look like jet and gold for an instant), and realise that it must have been Count Brass himself, the great Lord Guardian of the whole Kamarg.

Follow him now, in your mind's eye: he rides one of the horned horses of the Kamarg, but even that mighty steed labours beneath the weight of the Count's Herculean frame and his armour of bronze. Still, they have little further to ride, for ahead the path rises onto more solid ground. As twilight encroaches on the Kamarg, the pair ride through the strangely lush belt of farmland surrounding the town of Aigues-Mortes, and peasants salute their beloved Count as he passes. Off to one side, a solitary watchtower rises like a spectre from the gloom, and strange lights blaze in its topmost chambers. The Count rides on, making for the little hill overlooking the town, where stands that ancient, ramshackle yet homely keep that now bears the name of Castle Brass.

Bodiless, you rise up; high over the Kamarg so that the lights of Castle Brass dwindle to mere candles far below you. All the marshland of the Kamarg is spread out beneath like the most detailed map imaginable. The borders of the domain are marked by a ring of watchtowers, built by the Count to defend his adopted home from all threats. Just to the south, the marshes of the Kamarg run into the Middle Sea. To your right, in the distance, the lights of fishing boats make for their home ports along the coast near Marshais. Off to your left lies the Espanyian peninsula, one of the few united kingdoms in all of Europe. Across the Middle Sea, the savage continent of Afric holds secrets immemorial, but your attention is drawn to the north, to the courts of Europe.

Your mind flies against the course of the mistral, the life-wind, arcing around the tainted Switzer mountains, until all of northern Europe is within your sight. Long divided by war and intrigue, a hundred city-states vie for dominance, playing their neighbours off against each other in games of territory and status. The territory between the baronies and dukedoms has become wild lands, worse than the Kamarg, filled with hideous mutants and desperate bandits. The common folk eke out a living from the cursed earth, while armies clash in a thousand tiny skirmishes. The battles of this era are fought with sword and bow and cannon, but also with flame-lance and flesh-warping sorcery. The endless wars and foul magics of the Tragic Millennium almost destroyed Europe; indeed, they almost destroyed the whole world. Technology was forgotten; once-great nations collapsed into warring states; cities were depopulated, others cursed by mutation or plague or sorcery.

Night falls fully across Europe, and in the darkness, you can clearly see a line of fires, of cities burning. This line forms an arc stretching from the Low Countries to Bordeaux, marking the furthest advance of the armies of

the Dark Empire of Granbretan. As you drift north (or do the fires move closer to you?), your attention is drawn to one particular battle. You fall towards Germania, towards its western borders, to the city of Köln, where cobbled lanes and quaint buildings are now choked by ash and rubble. The beast-masked forces of the Dark Empire swarm through the province; rape, pillage and arson are the least of their crimes. The yellow fences are torn down to make gallows, children are crucified along the roads, men are butchered for their meat, and women are herded into cattle-cars to be shipped back to Granbretan for the breeding pits of the Dark Empire's science-sorcerers. The armies of Granbretan are unstoppable, their lust for conquest unquenchable, their madness all-consuming. The flames of a Europe put to the torch are reflected in the jewelled eye-sockets of their bestial masks. The son of the late Duke of Köln leads the last of his guards in a desperate counter-attack against the beasts, but a few loyal men with swords, no matter how brave, cannot prevail against flame-lances and ornithopters. Still, you mark the young noble's hollow face well, and hear him as he shouts his family's name as a battlecry – 'Hawkmoon! Hawkmoon!'

Your dreamlike passage over Europe pulls you ever north and west, back along the path of conquest blazed by the Dark Empire. The roads are marked by gallows, gibbets and crucifixes, the cities by ashen wastes, but once you pass beyond the current war-zone, the fearsome ingenuity of Granbretan becomes manifest. The north-west region, around Normandia and Karlye has become the garden of the Dark Empire. Slaves and serfs toil by night in fields lit by electric arc-lights and fertilised by strange chemicals spat by brass machines. The land groans in torment as it yields a hundred times its normal fare, and even that is barely enough to supply the vast armies that make war on the continent. Ahead, the last rays of the setting sun glitter for an instant off the vast Silver Bridge that links Europe to the Sceptre'd Isle.

You fly over the bridge, an immaterial shadow whose movement goes unmarked even by the keen eyes of the ornithopter patrols that flutter ceaselessly around this mighty artery of conquest. It is night, but still the armies march east across the bridge, legion after legion of masked troops. Hound follows Wolf, then Vulture, then Rat and Badger and Owl and Hawk and Tiger and Boar



and a hundred other beasts, all with the same inhuman cruelty in their hearts. The folk of Granbretan are mad, and love nothing. They have become jaded, and now find amusement only in torture and conquest. Your flight takes you into the very heart of their black dominion, deep into the city of Londra.

And what a city it is! An ant-hill mated with a tomb mated with a factory, a warren of streets and towers and keeps and foundries, layer upon layer of nightmare granite and gargoyled concrete, home to uncounted millions who labour ceaselessly in the service of the masked nobles. The skies over Londra are always thick with smoke and other, fouler vapours that rise from the laboratories and chemical factories of the Order of the Snake. The once-fair River Tayme is now choked with pollution and foul slicks of unknown poisons, but still it is perforce thronged with barges and cargo ships and pleasure-craft. Londra never sleeps, never ceases to beat like some monstrous, bloated and blackened heart, pumping out war machines and legions and sorcery and pure hatred for all that lives. Atop this awful putrescent yet infinitely imposing mountain of filth and stone is the great palace of the immortal king-emperor, who has ruled Granbretan from his throne-globe for dozens of generations. As you fly over the palace, you feel Huon's attention fix on you for an instant; he knows you, sees *through* you, categorises you and dismisses you as insignificant. You are no threat to his eternal empire.

The speed of your flight increases. In an instant, you leap across Granbretan's factory belt, then over the trackless hills of Yel, the west country. The Eirish sea and Eire itself pass by in an eyeblink, and you chase the sunset over the western ocean. Keep to this course, and perhaps you will find yourself in fabled Amarekh, which the sages tell us was untouched by the Tragic Millennium, and shut itself off from the rest of the world. The men are as gods there, they say.

Perhaps you will even travel further, until east meets west and your bodiless form hangs in the skies over Asiacommunista, the ultimate unknown land where the strangest creatures of all are believed to dwell. The world has changed utterly from what it was. Science waxed great and glorious indeed (for an instant, you see below you a mighty city floating in the middle of the ocean atop an artificial island), and the secrets of magic were discovered (but in this fallen, forgetful age, who can tell what is lost science, and what is occult sorcery – or is there a difference between spell and formula, between talisman and technology?), but the greed and fear of humanity was unchanged despite our new wondrous powers. War spread like plague, and then plague became the chosen weapon of war. Billions died, or were transformed. The skies rained death, fire and poison; machines spat sorcery that ate away at the very foundations of reality. Time and space were twisted; monsters were bred, and the world-that-was died in a thousand years of carnage and chaos.

You catch the sunset on the coast of Amarekh. A city of golden towers and spires rises from the mists ahead of you. After the horrors of Londra, this new city seems like some beautiful dream. The spires pulse gently, and the wind blowing through the streets makes an eerie music. Warm light spills out over the storm-tossed ocean as you approach the city. It is a vision of heaven, an abode fit for gods, not men.

Something tells you the city is named Dnark (another part of you calls it by another name, and whispers that this is but an aspect of Tanelorn, just as you are an aspect of another being). A deep desire to live in Dnark wells up in you, to remain here in this golden sunset city forever, even if you are but a bodiless phantom, a floating perspective and nothing more. But this succour is denied you. You rise up, up, climbing towards the clouds that are pierced by the highest of the towers.

Then you are in the presence of the Runestaff, which hangs in the clouds – or in an airy hall – or in the dreams of men – over the city. It is a simple thing, a shaft of rune-graved metal topped with a ruby gemstone, but power and light and time and destiny orbit around it. Strange symbols and rays dance around the Runestaff. Its origins are a mystery. Some claim it was made in the Tragic Millennium, others whisper that it was the greatest work of the scientists and sorcerers of Earth's golden age. Others claim it was brought back from the stars by the ships that once travelled the heavens. Some tales suggest that it was not made, but discovered, that it is as much a part of the universe as the sun and the moon… or that it is even more fundamental, as necessary as gravity and time, as law and chaos.

The Runestaff's endless permutations embrace you, enfold you, and you rise faster now, like one of those star-crossing ships of old, rising into orbit. The whole world lies beneath you, divided between light and darkness. The shapes of the continents are unchanged from what they were in ages past – there is Amarekh, there Arabia, there Asiacommunista, there worn and tortured Europe – but this is a new age, born in fire and suffering, yet doomed to more darkness as the Empire of Granbretan reaches out to conquer all the world.

Suddenly, whatever strange force or dream that was holding you snaps, and your mind plummets back towards the earth. Your consciousness fragments in the howling winds, and a thousand potential selves cry out in confusion! The clamour of possibilities assaults your mind: *I am a loyal knight of Köln! I am a giant-hunter in the wilderness! I am a reaver from Scandia! I am a courtesan from Espanyia, a stunted machine-maker from the tunnels under Switzer, a tomb raider from Italia, a mutant warlord from the Muscovian steppes, a terrorist fighting the Dark Empire from the sewers of Londra! I am a monster, a hero, a thief! I am a sorcerer, trained by a master who dwells in a flying tower! I am a tumbler and a jester from the crystal streets of Parye! I am a creature grown in a vat in a dank laboratory, and I know nothing of my destiny! I am a dervish from Syria, with a sword that can cut ghosts! I am an ornithopter-pirate, who raids ships from the air! I am a scholar who seeks the truth! I am a mercenary for hire! I am a killer without remorse, a healer without fear, a woman without a past, a man without hope! I am a thousand thousand thousand possibilities in this strange new Europe, in this demon-haunted world.* Something in you chooses a path – or perhaps some rotation of the Runestaff reconfigures possibilities, and your identity locks in around your consciousness, like a man settling his steel helm into place around his head…

… and you are in the marsh once more, in the Kamarg that is your home. You are one of Count Brass' warriors, a Guardian of the Kamarg. You heft your flame-lance in your hand and slog through the muddy waters until you reach the path. An hour's walk, and you will be back at the watchtower. No danger will come to the Kamarg this night, and all is well – for the moment.

Hawkmoon? Runestaff? The Multiverse? What?

If you have never read the *Hawkmoon* books, then you should skip onto the Deeds of Hawkmoon chapter, which explains the events of the series.

As you walk, you wonder at that strange dream, no doubt brought on by marsh-gas or some spell cast on you by that damned baragoon! A dream where you saw all of Europe - and the Runestaff too. Perhaps the philosopher-poet Bowgentle knows something of these visions, and you consider seeking his counsel, but you put it from your mind. The path through the marsh is treacherous, even for a Guardian, and dreams of other lands, other lives and other adventures are a distraction from the task at hand. Let the Runestaff attend to fate and destiny – you have your own life to lead. Count Brass will have need of you in the morning…

The High History of The Runestaff

So, as you and your friends enter in Hawkmoon's world, who will you be and what will you do? Before you create your characters using the rules in the Character Creation chapter, the players and the Games Master should decide on what sort of campaign they want to play. Are the Player Characters old friends, or will they meet during the course of the game? Are they all nobles, all knights, all mercenaries, or are they a strange mismatched group of adventurers? Are they just trying to survive, or do they have a purpose, or will purpose find them?

There is no need to plan every aspect of the game when you start playing – after all, Hawkmoon began as nothing more than a brainwashed assassin sent to destroy Count Brass, and ended his adventures battling cosmic horrors from beyond the Multiverse as the Champion Eternal. Similarly, there is no telling where your adventures will take you. Creating a character for a *Hawkmoon* game is just taking the first step upon a moonbeam road into infinite possibilities. Here, though, are some good starting points for group concepts and initial adventures:

A Lord & His Retinue

In this campaign set-up, the characters are part of a noble family and their retainers. For example, one player might be the young count of a domain, another might be his sister (who secretly studies sorcery), another might be the count's elderly advisor, another might be the captain of the guard, another might be his wastrel, drunken cousin and so forth. The characters need to rule over the domain, solving its internal problems such as bandits, corrupt advisors, plagues and so forth, while defending it from outside threats like invasion. The noble's castle is the character's home base. Adventures might include:

- The noble is called to sit in judgement over a murder case, where an important guild master is accused of the crime. The characters have to investigate the foul deed.
- A dangerous monster is lurking in the wormwood forests of the domain. The characters have to hunt it down and destroy it.
- The noble's liege lord is coming for a visit. The characters need to entertain this noble and his court, and protect him from assassins and other dangers.
- An emissary from Granbretan comes to the court, offering an alliance. What do the characters do when the Dark Empire's forces threaten them?

Mercenaries

Europe is a land beset by wars and strife, so sell-swords will always find work. Mercenary campaigns do not need to be a series of battles – the characters could be hired for other work, like garrisoning a city, guarding a merchant caravan, hunting for the runaway daughter of a noble, battling mutant barbarians or spying on Granbretan. In a mercenary campaign, the characters are all mercenary fighters, but there is plenty of scope for variation there. One player could be the noble commander of the group, there could be a cynical, hard-bitten fighter, a healer, an artillerist, a madman, a young man with a secret, a female assassin and so forth.

- The characters capture a Grand Constable of Granbretan. Ransoming him back to his beast order will be worth thousands of pundstarleens to the characters – but do they let such a monster live? And can they stop the Granbretanian's other enemies from slitting his throat before they get their captive back home?
- The characters are hired to defend a city from an advancing army, but it becomes clear that the battle is going to be a hopeless one – the city seems doomed. Do the characters flee, or do they find some way to save the city?

Tomb Raiders and Scholars

The science of the past age slumbers in a thousand tombs and buried research cities. Dungeons hold hideous mutants and metal defence machines, but they also hide treasures beyond compare. Sorcerers conduct bizarre experiments in lonely towers, summoning demon entities to devour villages to further their research. The characters could be a band of armed scholars and explorers, trying to recover something of the past before it is lost forever. In addition to scholars, scribes and archaeologists, such a campaign could include thieves, fighters, sorcerers and even the creations of past science, like golems as Player Characters.

- An ancient map reveals the location of a nuclear weapon. However, the characters discover that a lord from Granbretan has another copy of the map in his library, but has not yet realised its value. If the characters go after the weapon, they might alert the Granbretanian to the existence of the secret.
- Lights are seen in the sky over Europe. Have the children of Earth who scattered into the heavens returned to the landing fields, and if so, can the characters make contact with them?
- The characters are captured by a rival scholar – Lord Agonovos, the immortal maker of monsters. The characters have some secret that he desires. Can they escape before he learns the secret – or turns them all into monsters?

Agents of a Court

The characters could be expert servants and agents of one of the great kings of Europe, like Espanyia or Berlin. They are spies and secret agents, sent on special missions for the king that can be entrusted to no one else. One character might be an expert of disguise, another a skilled

duellist, another might pilot a black ornithopter that is sorcerously warded against detection, another might be a skilled seductress and so forth.

- The threat of Granbretan forces strange bedfellows together. The characters are sent on a secret peace mission to a rival court, to offer a compact against the Dark Empire. Many people – lords in the rival court, war-mongers in the characters' homeland, and the Granbretanians themselves – would oppose such a treaty. Can the characters get the message to the lord of the rival court successfully?
- One of the nobles of the court is committing atrocities of such barbarism and vileness that he must be stopped – but his family is an ancient and respected one, and the court cannot act against him directly. The characters must assassinate this lord, and ensure that a more pliable member of his family inherits their domain.
- There is a Granbretanian spy in the court, passing information to the king's enemies in the Dark Empire. Who is the spy? Could it be one of the characters?

Thieves

The great cities of Europe are wealthy enough to provide choice pickings for ambitious thieves. The characters could be a band of robbers or con artists, stealing from the rich to give to… well, probably themselves. They could also be brigands in the wormwood, fighting against a corrupt noble who oppresses his people. Potential character concepts include the con artist, the exiled noble who has fallen in with thieves, a corrupt priest, a young urchin boy, a stealthy cat-burglar, an expert in locks and mechanisms and so forth.

- A noblewoman from Granbretan comes to the city of the characters. She wears a mask of gold and gemstones. Stealing it would bring the characters both wealth and fame – but why is the Granbretanian here, and what horror does the mask truly conceal?
- The characters are hired to steal a sorcerous codex from a scholar. His tower is defended by all sorts of magical traps and guardians, and the man who hired the characters seems to be a sorcerer too. What sort of arcane battle have the characters been caught up in, and what is in the codex?
- One of the thieves is captured and sentenced to hanging. Can the characters rescue him before it is too late?

Agents of the Runestaff

The mysterious Runestaff controls destiny throughout the world. It has many servants to further its cryptic purposes, from the Warrior in Jet and Gold and Orland Fank to any number of spies and minor agents. The characters could be sent on all sorts of bizarre missions, in Tragic Europe or even in lands and worlds beyond. Any character, from any world or time period, could be drawn into the service of the Runestaff.

- The experiments of Taragorm, master of the Palace of Time in dread Londra, are disrupting fate. One of his machines must be destroyed immediately, but it is sealed in the palace. How do the characters get into Londra to sabotage the machine?
- A girl from Tragic Europe has wandered through a portal to another world, such as Garathorm. She has a destiny to fulfil in Europe, so she must be rescued. The characters must find the portal, go through it, and find the girl in the alien world.
- A traveller from another time arrives in Mirenburg. What is his purpose in that haunted city? The characters must find this temporal adventurer and discover what he wants, and whether he serves Law, Chaos or the Balance. If he defies the Runestaff, he must be destroyed.

Players? Games Master? Roleplaying? What?

If you have never played a pen-and-paper roleplaying game before, welcome! Roleplaying can be a little strange at first, but it is easy to get the hang of. It is essentially a form of improvised acting and storytelling. One person is the Games Master, who describes the scene and the situation, and plays all the minor characters and antagonists. The others are the players in the game, each of whom has one particular character to play (called, unsurprisingly, a player character). The Player Characters are the protagonists of the game. For example, if the *Hawkmoon* novels had actually been a roleplaying game, then Hawkmoon, Oladahn, D'Averc and so on would have been the Player Characters. Count Brass and the Warrior in Jet and Gold would probably have been special

characters played by the Games Master to give the Player Characters help and advice when they needed it.

The Games Master describes the scene, and the players decide what their characters will do in response. The Games Master then uses the rules to help him adjudicate the results of the character's actions. Here is how the confrontation at the Mad God's Castle might have played out:

Games Master: The insane Stalnikov lurches out of the darkness towards you, screaming that he'll stop you from taking the Red Amulet from him. He's got a sword, and he charges at Hawkmoon!
The Games Master rolls percentile dice, and gets a 22 – a hit. He's striking at Hawkmoon, what do-
Hawkmoon's Player: Parry! *Hawkmoon's player rolls, and makes a successful parry check against Stalnikov's attack, blocking the blow.* Blocked it… ok, can I attack back?
Games Master: Sure.
Hawkmoon's Player: I'll try stabbing him through the heart. Precise attack to the chest. *Rolls, and gets a hit.*
Games Master: He doesn't even resist, it's like he wants to released from this life. Your blade plunges through his heart, and he crumples.
Oladahn's Player: I'm going to reinforce the door, before those Granbretanians get in here.
D'Averc's Player: Well, D'Averc's feeling rather poorly… but there is a half-naked girl here, right?
Games Master: Yes, killing the Mad God freed Yisselda of Brass from his mind-control spell, and you removed the spiked armour she was wearing. She's shivering and looking terrified.
D'Averc's Player: And half-naked, yes?
Games Master: Sigh. Yes.
D'Averc's Player: *Mon dieu!* I shall comfort the poor girl, as only Huillam D'Averc can!
Hawkmoon's Player: Er, Yisselda is Hawkmoon's wife. I'll take care of her.
D'Averc's Player: Aren't you taking the Red Amulet from Stalnikov's body?
Hawkmoon's Player: That cursed thing? No. Hawkmoon spins on his heel and goes to wrap his cloak around Yisselda's shoulders.
Games Master: *As Yisselda.* Oh, Dorian, I cannot tell you the horrors I have been through these past months. Captured by this group and that, travelling for hundreds of miles. I do not even know where this hellish place is. I have no memory of recent days, save for a faint remembrance of some nightmare where I struggled with myself against a desire to slay you.
Hawkmoon's Player: I hug her and draw my cloak around her and try to calm her. *As Hawkmoon*. A nightmare was all it was. Come, we will leave. Er, does she know what happened to Count Brass?
Games Master: She tells you that Brass is still alive, but very sick with a black despair. He thinks Hawkmoon is dead and that the Kamarg is doomed. Oh, Oladahn's by the door, right?
Oladahn's Player: Yeah.
Games Master: Make a Perception check.
Oladahn's Player: *Rolls the dice.* Yep, successful.
Games Master: You hear a crashing noise outside. Someone's broken through the outer door of the castle.
Oladahn's Player: Uh-oh. I look around for some place where I can shoot my bow from.
D'Averc's Player: Are there any other exits from this room?
Games Master: Oladahn finds a little ledge which is a good firing position, giving you a field of fire over the whole throne room. And there are no other exits. You can all hear lots of shouting and bestial roaring outside. There are *dozens* of Granbretanians out there.
D'Averc's Player: *Merde*.

Character Creation

Tacticians and warriors *of ferocious courage and skill; careless of their own lives; corrupt of soul and mad of brain; haters of all that was not in decay; wielders of power without morality – force without justice; the Barons of Granbretan carried the standard of their King-Emperor Huon across the continent of Europe and made that continent their property; carried the banner to West and East to other continents to which they also laid claim. And it seemed that no force, either natural or supernatural, was strong enough to half the insane and deadly tide.*

Indeed, none now resisted them at all. With chuckling pride and cold contempt they demanded whole nations as tribute and the tribute was paid.

In all the subdued lands few hoped. Of those, fewer dared express hope…
– The High History of the Runestaff

Characteristics

All characters and creatures have seven Characteristics.

Strength (STR): A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage. Unlike most other Characteristics, a high score in Size is not always an advantage. While a large character can take more damage, a small character will have a much easier time when sneaking around in the shadows.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. It is a very useful Characteristic for characters interested in becoming accomplished scholars or sorcerers.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of the character's life force and his personal force of will.

Charisma (CHA): This quantifies a character's attractiveness and leadership qualities.



Point Distribution

At the Games Master's option, players can distribute points among the Characteristics instead of rolling for them randomly. Under this system, every Characteristic starts at 6, and a player has 44 points to distribute between the seven scores. No characteristic can be raised above 18 by this method. The point-distribution system tends to create characters who are more specialised and less rounded than random rolling.

Determining Characteristics

Players will need a number of six-sided dice to generate their characters' Characteristics. There are two different methods for generating Characteristics, depending on the Characteristic. INT and SIZ are given a higher base number to leave room for animal-level intelligence and creatures whose adult forms are naturally smaller than humans. Roll the following dice to determine an adventurer's Characteristics:

Strength (STR): Roll 4D6, drop the lowest die and total the remaining dice.

Constitution (CON): Roll 4D6, drop the lowest die and total the remaining dice.

Dexterity (DEX): Roll 4D6, drop the lowest die and total the remaining dice.

Size (SIZ): Roll 2D6 and total the dice. Add 6 to the result.

Intelligence (INT): Roll 2D6 and total the dice. Add 6 to the result.

Power (POW): Roll 4D6, drop the lowest die and total the remaining dice.

Charisma (CHA): Roll 4D6, drop the lowest die and total the remaining dice.

The Games Master may also allow players to assign their rolls to specific Characteristics, so that a player who wants to play a burly warrior can swap a rolled 15 from CHA to STR, for example. Players should not be allowed to move rolls from INT or SIZ to any of the other five Characteristics, however.

Damage Modifier

Total of STR and SIZ	Damage Modifier
1–5	–1D8
6–10	–1D6
11–15	–1D4
16–20	–1D2
21–25	+0
26–30	+1D2
31–35	+1D4
36–40	+1D6
41–45	+1D8
46–50	+1D10
51–60	+1D12
61–70	+2D6
71–80	+2D8
81–90	+2D10
91–100	+2D12
101–120	+3D10
121–140	+3D12
141–160	+4D10
161–180	+4D12
181–200	+5D10

Attributes

These are a set of secondary scores that define exactly what the character is capable of.

Combat Actions (CA): This is the number of actions a character can perform in each Combat Round.

Combat Actions

DEX	Combat Actions
6 or less	1
7–12	2
13–18	3
19 or more	4

Damage Modifier (DM): The Damage Modifier applies whenever the character uses a melee or thrown weapon.

Hit Points

	Total SIZ + CON								
Location	**1–5**	**6–10**	**11–15**	**16–20**	**21–25**	**26–30**	**31–35**	**36–40**	**+5**
Each Leg	1	2	3	4	5	6	7	8	+1
Abdomen	2	3	4	5	6	7	8	9	+1
Chest	3	4	5	6	7	8	9	10	+1
Each Arm	1	1	2	3	4	5	6	7	+1
Head	1	2	3	4	5	6	7	8	+1

Hit Points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death. Hit points are located in certain areas of the character's body, representing exactly how much damage he can sustain.

Strike Rank (SR): This determines how quickly the character acts in combat. Strike Rank is determined by adding together the character's INT and DEX, and halving the result.

Basic Skills

Every character has a range of Basic skills that allow him to perform a variety of actions with varying degrees of expertise.

Each Basic skill is set by the total of one or more Characteristics. Some skills will also suffer a penalty from other Characteristics.

The Starting Skills table lists all the Basic skills every character possesses and the Characteristics used to determine the skill's base score. If a Characteristic is listed as a penalty, deduct it from the skill's base score.

Previous Experience

There are three stages involved in determining the character's previous experience. First the player must pick the character's regional and cultural background. This provides certain starting skill bonuses that reflect this upbringing. Second, the player must pick a profession and gain further associated skills with that profession. Thirdly, the player spends the character's free skill points.

Cultural Background

The vast majority of folk living in Europe are Peasants, Townsfolk or Nobles, with Civilised people living in the major urban centres like Parye or Mahdrid, Mariners along the coasts, especially the Middle Sea, desert Nomads in Syria and the Middle East, Artic Nomads in the wilder parts of Scandia or Muscovia – and Barbarians pressing in on all sides. After choosing the character's background, select one of the regions listed and apply the relevant modifiers detailed in the Gazetteer chapter.

The player is free to choose the background the character comes from (with Games Master approval), which determines skill bonuses, starting money and which Advanced skills are available. The backgrounds available

Starting Skills

Basic Skills	**Bonus**	**Penalty**
Acrobatics	DEX	
Athletics	STR+DEX	
Boating	STR	
Dodge	10+DEX	–SIZ
Drive	10+POW	
Evaluate	INT	
First Aid	INT	
Influence	10+CHA	
Lore (Animal)	INT	
Lore (Plant)	INT	
Lore (World)	INT	
Perception	INT+POW	
Persistence	30+CHA+ POW	
Resilience	30+CON+POW	
Riding	DEX+POW	
Sing	CHA	
Sleight	DEX	
Stealth	10+DEX	–SIZ
Throwing	DEX	
Unarmed	STR	
Weapon Skills	Bonus	Penalty
All Close Combat	STR+DEX	
All Ranged	DEX	

are listed here below. Most *Hawkmoon* adventures will take place in Tragic Europe, but it is possible to run games in Amarekh or Asiacommunista.

The Cultural Background table shows all the various bonuses each background bestows on a character. Basic skill bonuses are added straight onto the character's Basic skill scores.

Advanced skills start at their base Characteristic score, plus any indicated bonus.

Barbarian

The chaos of the Tragic Millennium resulted in many abandoning civilisation and the walls of cities, and becoming barbarians in the wilderness. These are nomadic brigands and scavengers, living in small tribes. Barbarians are uncultured and uncouth, but tend to be physically fit and skilled at combat. The Dark Empire has recruited barbarians as mercenary troops on occasion – the Vulture Legion, for example, had at its core tribes of steppes barbarians from Muscovia. It is said that much of Africa is ruled by priest-kings who dominate massive barbarian nations.

Peasant

The humble peasant is the foundation of civilisation in Tragic Europe – and, no doubt, in other lands too. They fill the fields and tend the flocks and herds; they dwell in little villages and hamlets, and quake when armies clash. Ill-equipped peasant militias are used by some nobles to fight their wars, although this is an increasingly rarely occurrence as well-equipped, professional fighting forces come to dominate the battlefield.

Townsman

Of all the once-great cities of Europe, only Londra still matches its pre-cataclysmic size and population. Most of the other metropolises are partly abandoned and crumbling – some were targets of poison attacks in the Tragic Millennium, others were simply deserted when their food supplies dwindled or attacks from raiders grew too intense. Smaller towns are the new centres of trade and travel across Europe.

Noble

Europe has returned to the old patterns, to feudalism and blood lineages. The nobles of Europe are a fractious and divided lot, competing against each other almost



constantly. When they are not at war, they compete in jousts and tourneys, or in duels, or in contests of fashion and art. Some nobles are wise and just, some are cruel, some foolish, some kind, some weak and some strong. Not all nobles are rulers – younger sons cannot hope to inherit their sire's domain, so they often become mercenaries, scholars or adventurers.

Science Enclave

There are places in the world where the science of past ages has not been wholly lost, where the horror of the Tragic Millennium did not destroy all the wonders of the past. In this little enclaves, technological wonders are common; there are living machines and devices that dance between dimensions. These enclaves must remain hidden, lest the rapacious science-sorcerers of the Dark Empire descend upon them and loot them.

Mariner

In ages past, it is said, people rode in metal carriages propelled by internal combustion engines, by magnetism, by forces subtle and mysterious and now long lost. The easy sources of energy, like oil, are long since exhausted; of all Europe, only Granbretan can afford to construct self-propelled vehicles on a large scale. The rest of the continent has turned to older methods of transport: the

Cultural Background

Background	Basic Skill Bonuses	Advanced Skills	Starting Money
Barbarian	Athletics +10%, Perception +5%, Resilience +10%, Stealth +5% **Pick Two +5%** Boating, Lore (Animal), Lore (Plant), Riding **Pick Three +10%** 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Blowgun, Bow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed	Language (Native) +50%, Lore (Regional), Survival **Pick One** Artistic Expression, Craft, Dance, Lore, Play Instrument, Tracking	4D6x20 silver
Peasant	Athletics +5%, Lore (Animal) +10%, Lore (Plant) +10%, Resilience +5% **Pick Two +10%** Boating, Dodge, Driving, First Aid, Persistence **Pick Two +10%** 1H Axe, 1H Flail, 1H Hammer, 2H Axe, Dagger, Sling, Spear, Staff, Unarmed	Language (Native) +60%, Lore (Regional) **Pick Two** Craft, Dance, Lore, Play Instrument, Survival	4D6x25 silver
Townsman	Evaluate +10%, Influence +10%, Lore (World) +10% **Pick Two +10%** Boating, Driving, Persistence, Resilience, Sleight, Stealth **Pick Two +10%** 1H Hammer, 1H Sword, Dagger, Crossbow, Polearm, Shield	Language (Native) +70%, Lore (Regional), Streetwise **Pick One** Artistic Expression, Craft, Dance, Language, Lore, Play Instrument, Shiphandling	4D6x50 silver
Noble	Influence +10%, Lore (World) +10%, Persistence +10% **Pick Two +5%** Evaluate, Dodge, Perception, Riding **Pick Two +15%** 1H Sword, 2H Sword, Dagger, Rapier, Shield	Language (Native) +80% Lore (Regional) **Pick Two** Artistic Expression, Craft, Courtesy, Dance, Language, Lore, Oratory, Play Instrument, Shiphandling	4D10x100 silver
Science Enclave	Perception +10%, Sleight +10%, Stealth +10% **Pick Two: +5%** Unarmed, 1H Sword, Rapier, Staff, Shield, Flame-Lance. **Pick Two: +15%** First Aid, Lore (Plant), Lore (Animal), Lore (World), Resilience.	Language (Native) +80% **Pick Three** Artistic Expression, Craft, Engineering, Healing, Lore, Mechanisms, Martial Arts, Pilot Ornithopter.	4D6x25 silver
Mariner	Acrobatics +5%, Athletics +10%, Boating +15%, Dodge +5%, Lore (Animal) +5%, Lore (World) +10%, Sing +5%, Throwing +5% **Pick Two +10%** 1H Hammer, 1H Sword, Dagger, Unarmed	Language (Native) +60% Lore (Regional) **Pick One** Craft, Language, Lore, Shiphandling	4D6x25 silver

horse and the sail. Sailing ships once again ply the Middle Sea, the Norwegian Sea and the straits of Granbretan.

Regional Background

Either choose a region from those described in the Gazetteer chapter (see page 22), or roll on the Region table.

Professions

The Professions table shows all the various bonuses each profession bestows on a character. Basic Skill Bonuses are added straight onto the character's Basic skill scores. Advanced skills start at their base Characteristic score. If the character already possesses the indicated Advanced skill, they instead gain a +10% bonus to that skill.

Region

Roll	Region
1-3	The Court of the Belgic States
4	Liege
5	Brabant
6	The Courts of Catalonia
7-9	The Courts of Espanyia
10	Mahdrid
11	Aragon
12	Al-Andalus
13-17	The Courts of France
18	Aquitaine
19	Bergundy
20	Kamarg
21	Karlye
22	Marshais
23	Normandia
24	Parye
25	Provence
26	Lyonesse
27	Strasbourg
28-31	The Courts of Germania
32	Berlin
33	Köln
34	Nürnberg
35	Sahbruck
36	Munchenia
37	Bavaria
38-39	The Courts of Greece
40	Athena
41	Mermia
42	Sparta
43-45	The Courts of Hollandia
46	Guelderland
47	Dahnmark
48	The Courts of Muscovia
49	Muscovy
50	Kerninburg
51	Kievan Rus
52	Novgorod
53-56	The Courts of Italia
57	Padova
58	Milan
59	Roma
60	Sicilia
61	Bahzel
62	Switzer Mountains
63	The Courts of Osterland
64	Vien
65	The Courts of Scandia
66	Kalmar Union
67	Bothnia
68	Slavia
69	Carpathia
70	Romania
71	Magyaria and the Bulgar Mountains
72	Shekia
73	Waldenstein
74	Ukrania
75	Istanbul
76	Turkia
77	Persia
78	Syria
79	The Levant
80	Kyrus
81-85	Londra
86-90	The Home Counties
91-95	The Grim North
96-97	Shkarlan
98	Yel & The Poisoned West
99	The Orkneys
00	Amarekh, Afric, Asiacommunista or worlds beyond

Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Acrobat	Barbarian, Peasant, Science Enclave	Acrobatics +10%, Athletics +10%, Dodge +10%, Throwing +10%, Sleight +10%	
Alchemist	Townsman, Science Enclave	Evaluate +10%, First Aid +10%, Lore (Plant) +10%	Lore (Alchemy), Engineering
Animal Trainer	Barbarian, Peasant, Science Enclave	Driving +5%, First Aid +5%, Lore (Animal) +20%, Persistence +10%, Resilience +5%, Riding +5%	
Bard	Barbarian, Peasant, Townsman	Influence +10%, Lore (World) +10%, Perception +5%, Sing +10%, Sleight +5%	**Pick One** Artistic Expression, Courtesy, Dance, Oratory, Play Instrument, Language, Lore
Blacksmith	Barbarian, Peasant, Townsman	1H Hammer +10%, Evaluate +5%, Resilience +5%	Craft (Blacksmith), Lore (Mineral) **Pick One** Engineering, Mechanisms, Craft (Armourer), Craft (Weaponsmith)
Courtier	Townsman, Noble	Influence +15%, Lore (World) +5%, Perception +5%, Sleight +5%	Dance **Pick One** Artistic Expression, Courtesy, Lore (Art), Lore (Heraldry), Lore (Philosophy), Lore (Regional), Oratory, Play Instrument
Craftsman	Barbarian, Peasant, Science Enclave, Townsman	Evaluate +20%, Influence +5%, Persistence +5%	Craft **Pick One** Artistic Expression, Craft (other), Engineering, Mechanisms
Diplomat	Noble, Science Enclave, Townsman	Influence +20%, Perception +10%, Lore (World) +10%	**Pick One** Artistic Expression, Courtesy, Dance, Language, Lore, Oratory, Play Instrument
Explorer	Barbarian, Mariner, Noble, Science Enclave	Lore (World) +20%, Perception +5%, Resilience +5%	**Pick Two** Language, Lore (Astronomy), Lore (Geography), Shiphandling, Survival
Farmer	Barbarian, Peasant	Athletics +5%, Driving +5%, Lore (Animal) +15%, Lore (Plant) +15%, Resilience +5%	
Fisherman	Barbarian, Peasant	Athletics +5%, Boating +20%, Lore (Animal) +5%, Resilience +10%, Throwing +10%	
Herdsman	Barbarian Peasant	First Aid +5% Lore (Animal) +20% Resilience +5% Sling +10%	Survival
Healer	Barbarian, Peasant	First Aid +10%, Lore (Animal) +10%, Lore (Plant) +10%	Healing

Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Hunter	Barbarian, Peasant	Bow +5%, Lore (Animal) +10%, Spear +5%, Stealth +10%	Survival, Tracking
Knight	Noble	Athletics +5%, Influence +5%, Riding +10% **Pick Two** 1H Sword +10%, 2H Sword +10%, Shield +10%, Spear +10%	**Pick One** Courtesy,Dance, Oratory, Play Instrument
Lord	Noble	1H Sword +10%, Influence +20%, Persistence +5%, Riding +10%	Oratory
Member of a Beast Order	Any	Athletics +5%, Dodge +5%, First Aid +5%, Influence +5%, Perception +5%, Persistence +5%, Resilience +5%. **Pick One for +10%** 1H Axe, 1H Flail, 1H Hammer, 1H Sword, 2H Axe, 2H Flail, 2H Hammer, 2H Sword, Dagger, Martial Arts, Polearm, Rapier, Shield, Spear, Staff, Bow, Crossbow, Sling, Flame-Lance	Language (Order's Secret Tongue)
Mercenary	Any	Lore (World) +10% **Pick Two** 1H Axe +15%, 1H Flail +15%, 1H Hammer +15%, 1H Sword +15%, 2H Axe +15%, 2H Flail +15%, 2H Hammer +15%, 2H Sword +15%, Bow +15%, Crossbow +15%, Polearm +15%, Shield +15% **Pick Two** Athletics +5%, Dagger +5%, Dodge +5%, Driving +5%, Evaluate +5%, Resilience +5%, Riding +5%, Unarmed +5%	Artillery, Signalling
Merchant	Mariner, Townsman	Evaluate +20%, Influence +10%, Lore (World) +10%	**Pick One** Language, Lore (Logistics), Shiphandling
Militiaman	Peasant, Townsman	1H Axe +5%, Athletics +10%, Dodge +5%, Resilience +5%, Shield +10%, Spear +10%, Unarmed +5%	
Miner	Peasant, Science Enclave	1H Axe +10%, 2H Axe +10%, Athletics +10%, Resilience +10%	Lore (Mineral)
Peddler	Peasant, Townsman	Driving +5%, Evaluate +10%, Influence +10%, Lore (World) +10% **Pick One** 1H Hammer +5%, Crossbow +5%, Staff +5%, Unarmed +5%	**Pick One** Language, Lore, Streetwise, Survival
Physician	Noble, Science Enclave, Townsman	Evaluate +5%, First Aid +20%, Lore (Plant) +10%, Perception +5%	Healing
Priest	Noble, Peasant, Science Enclave, Townsman	Influence +15%, Lore (World) +5%, Persistence +10%	Lore (Theology), Oratory
Ranger	Barbarian, Peasant	1H Sword +5%, Perception +5%, Lore (World) +10%	Lore (Regional), Survival, Tracking
Sailor	Mariner, Peasant	Acrobatics +10%, Athletics +10%, Boating +10%, Lore (World) +5%, Resilience +5%	Shiphandling

Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Scholar	Noble, Science Enclave, Townsman	Evaluate +5%, Lore (World) +5%, Persistence +5%	Lore **Pick Two** Artistic Expression, Engineering, Healing, Language, Lore (other), Mechanisms, Any one Sorcery spell
Scribe	Science Enclave, Townsman	Evaluate +5%, Lore (World) +5%	Language (any) **Pick Three** Language (any) Lore (any)
Soldier	Barbarian, Noble, Peasant, Townsman	Dodge +5%, Lore (World) +5%, Resilience +5%, Unarmed +5% **Pick Three** 1H Axe +10%, 1H Flail +10%, 1H Hammer +10%, 1H Sword +10%, 2H Axe +10%, 2H Flail +10%, 2H Hammer +10%, 2H Sword +10%, Athletics +10%, Bow +10%, Crossbow +10%, Dagger +10%, Driving +10%, Polearm +10%, Riding +10%, Shield +10%, Sling +10%, Spear +10%	Artillery, Signalling
Sorcerer	Noble, Science Enclave, Townsman	Influence +10%, Lore (any two) +10%, Persistence +10%	**Pick Three** Engineering, Healing, Lore, Any Sorcery spell
Spy	Mariner, Noble, Science Enclave, Townsman	Acrobatics +5%, Dodge +5%, Influence +5%, Perception +5%, Persistence +5%, Lore (World) +5%, Sleight +5%, Stealth +5%	**Pick One** Disguise, Language, Tracking
Thief	Barbarian, Peasant, Townsman	Acrobatics +5%, Evaluate +5%, Perception +10%, Sleight +10%, Stealth +10%	**Pick One** Disguise, Mechanisms, Streetwise
Town Guard	Townsman	1H Hammer +5%, Athletics +5%, Crossbow +5%, Perception +5%, Polearm +10%, Shield +10%	Streetwise
Woodsman	Barbarian, Peasant	1H Axe +5%, 2H Axe +10%, Athletics +10%, Lore (Plant) +10%, Resilience +5%	Survival

Free Skill Points

Every character receives 100 additional skill points. The player can add these free skill points to his skills in the following ways:

- Add to a Basic or Weapon skill score.
- Add to an Advanced skill score, as long as the character already possesses the skill.
- Purchase an Advanced skill. This costs 10 free skill points and the Advanced skill starts at its basic Characteristic-derived score.

Important Note: No single skill can benefit from more than 30 free skill points. This means that an Advanced skill purchased with free skill points cannot be increased by more than 20 points.

Starting With Experienced Characters



Hawkmoon was not a young, green fighter when he started his battles against the Dark Empire – he was already an experienced knight and commander, who had spent years serving his father, the old duke of Köln. Count Brass was perhaps *the* greatest and most experienced warrior in all Europe at the start of the tales, a legend in his own lifetime. By contrast, his daughter Yisselda has had basic training in combat, but sets out to battle for the first time at the very end of the books. The books show a wide variety of possible character power levels, from humble guards and foot soldiers to legendary epic heroes to everything in between. If the Games Master wishes, characters can start with a considerable amount of accumulated skill and power.

The number of free skill points varies depending on how powerful the character is intended to be. There are several starting points for *Hawkmoon* characters. All Player Characters in a given campaign should start at the same power level.

Seasoned

Seasoned characters have survived their first few adventures, but are still relatively unexceptional.
Free Skill Points: 150 skill points; individual skills may benefit from a maximum of 50 free skill points.
Money: Double normal for their background.
Characteristics: 1D3 additional Characteristic points, split between Characteristics as desired.
Status: Seasoned characters may hold a minor rank in the army, like sergeant, or a minor but respected position in an organisation.
Legendary Abilities: None.
Examples: Mahtan Just, the matador; Pelaire, Hawkmoon's aide in the first battles of the Kamarg.

Veteran

Veteran characters have seen a great deal of combat, but have not yet distinguished themselves – either they have never had the opportunity for true heroism, or they lack that spark that distinguished the victory from the hero.
Free Skill Points: 200 skill points; individual skills may benefit from a maximum of 70 free skill points.
Money: Five times normal for their background.
Characteristics: 1D4+1 additional Characteristic points, split between Characteristics as desired.
Status: Veteran characters are often captains, knights or other officers in the army; priests in the church; guild members or respected citizens in a town and so forth.
Legendary Abilities: None.
Examples: Von Villach, Bewchard, Oladahn.



Hero (or Villain)

Hero characters are legends, whose deeds will be remembered for centuries.

Free Skill Points: 500 skill points; individual skills may benefit from a maximum of 90 free skill points.

Money: Twenty times normal for their background.

Characteristics: 1D8+4 additional Characteristic points, split between Characteristics as desired.

Status: Heroes are always hugely influential – if they seek political power, they are lords and dukes. If they are military leaders, then they command armies. If they are sorcerers, then they are the secret masters of Europe.

Legendary Abilities: Any two.

Examples: Count Brass, Meliadus, Baron Kalan.

Master

Master characters have demonstrated great skill and determination, to attain true mastery in their chosen field.

Free Skill Points: 300 skill points; individual skills may benefit from a maximum of 90 free skill points.

Money: Ten times normal for their background.

Characteristics: 1D6+2 additional Characteristic points, split between Characteristics as desired.

Status: Master characters are knights, lords, Grand Constables and so forth.

Legendary Abilities: Any one.

Examples: Hawkmoon, D'averc, Bowgentle, Taragorm



General Information

Movement: Characters have a Movement of 4 metres (4m).

Fate: A character starts with a Fate score equal to half his POW. Only Player Characters and important Non-Player Characters have Fate. See page 90 for full rules on Fate.

Age: The character may start out at any age between 15 and 30.

Non-human Characters

Non-human characters in *Hawkmoon* can take many forms. An obvious example is Oladahn, the Beast-Man of the Bulgar Mountains, who was the stunted son of a giantess and a sorcerer. The mutagens and poisons spread during the Tragic Millennium transformed many humans into monsters, or turned beasts into things that could think and reason and fight like men. Science and sorcery can also create such things, from monsters that were once men before they were surgically altered into living war machines or slavering horrors, like the baragoons

Positive Trait

Roll	Positive Trait	
1	Increased Strength	Add +1D6 to your Strength Characteristic.
2	Increased Size	Add +2D6 to your Size Characteristic.
3	Increased Constitution	Add +1D6 to your Constitution Characteristic.
4	Increased Dexterity	Add +1D6 to your Dexterity Characteristic.
5	Increased Power	Add +1D6 to your Power Characteristic.
6	Increased Intelligence	Add +1D6 to your Intelligence Characteristic.
7	Natural Armour	You have natural armour with AP 2.
8	Natural Weapons	You have a natural weapon attack, used with the Unarmed or Martial Arts skill. This attack deals 2D4 damage. Alternatively, you can have a natural ranged attack (spit, dart and so on) with a range of 20m dealing 1D4 damage.
9	Increased Speed	Increase your movement by 1D4 metres.
10	Improved Reactions	Gain +20% to Dodge.
11	Inhuman Resilience	Gain +20% to Resilience.
12	Resistance	Either: take half damage from one of the following effects: fire, cold, electricity, or: you are immune to disease or poison.
13	Poison	You produce a natural poison, which reduces a victim's STR and DEX by 4. This poison lasts for 1D10 minutes. It can be injected by an Unarmed attack, such as a bite and has a Potency equal to you Persistence.
14	Regeneration	You heal quickly, with each of your injured locations regaining 1D6 hit points per day. You can regenerate Major Wounds.
15	Extra Limbs	You have 1D3 extra limbs. This extra limbs can wield weapons and parry, but suffer a –20% to all attacks and parries.
16	Improved Skills	You are especially adapted for a particular task, gaining a +10% bonus to two skills. These can be advanced skills, but the bonus will only be applied if you have learned the skill, either during play or during character creation.
17	Psychic	You are sensitive to sorcerous or psychic emanations. This manifests as a sixth sense, alerting you when something unnatural comes within your POW score in metres.
18	Improved Senses	Gain +20% to Perception.
19	Alternate Movement	You have an alternate form of movement, such as webbing allowing you to swim at great speed, or wings allowing you to fly, or the ability to stick to walls. This alternate movement allows you to move at your normal Movement score +1D6. If you choose swimming, then you can breathe underwater through gills.
20	Roll again twice.	

of the Kamarg swamps. Finally, there are also wholly supernatural creatures, such as demons or the cryptic Warrior in Jet and Gold.

Non-human characters may have powers or abilities beyond common mortals, but these are balanced by alarming mutations or other drawbacks. To create a non-human character, roll once on the Positive Trait table, and once one the Negative Trait table. A character may have up to three positive and three negative traits.

These characters will be feared and abhorred in most situations, suffering a –40% penalty to any Influence attempts if they are known to be mutants.

If a negative trait contradicts a positive trait (such as rolling 'Add +1D6 to your Strength' Characteristic and 'Reduce your Strength by 1D6', then roll again on the Negative Trait table).

Negative Trait

Roll	**Negative Trait**	
1	Decreased Strength	Reduce your Strength by 1D6.
2	Decreased Size	Reduce your Size by 1D6.
3	Decreased Constitution	Reduce your Constitution by 1D6.
4	Decreased Dexterity	Reduce your Dexterity by 1D6.
5	Decreased Power	Reduce your Power by 1D6.
6	Decreased Intelligence	Reduce your Intelligence by 1D6.
7	Decreased Charisma	Reduce your Charisma by 1D6.
8	Unnatural Need	You have an unnatural hunger for a particular form of sustenance – blood, electricity, sunlight, oil, raw meat and so forth. Without it, you starve.
9	Ungainly	Your limbs simply do not fit together as they should. You suffer a –10% penalty to all Dexterity-based skills.
10	Vestigial Limbs	You have twisted and useless limbs (or a tail, or wings, or some other growth). Any torso armour you wear has to be custom-fitted, and any attempts at Disguise suffer a –40% penalty.
11	Sickly	You are prone to illness, suffering a –40% penalty to any Resilience checks to resist sickness, infection or poison.
12	Foul	You are especially ugly or foul-smelling, attracting both attention and revulsion wherever you go. You suffer a –20% penalty to all Charisma-based skills.
13	Insane	You are insane in some fashion, suffering from delusions or strange drives.
14	Sterile	You cannot sire or bear offspring (or, your offspring will also be mutants) – a considerable problem for those trying to hide their inhuman heritage and live among untainted humanity.
15	Vulnerability	You are especially vulnerable to a particular form of attack, like fire, or a particular metal, like iron or silver. All damage from such attacks is increased by +1.
16	Feared by Animals	Animals hate and fear you. You suffer a –40% penalty to any Riding skill checks, or any animal-related actions.
17	Phobic	You have an unreasoning fear of a particular thing; fire, water, loud noises and so forth. This may be related to your unnatural physiology, or a psychological quirk brought on by your tainted state.
18	Reduced Mobility	Reduce your movement by 1D4 metres. If your movement is reduced to zero, you can only move by crawling around, and would be wise to invest in a palanquin or other vehicle of some sort.
19	Twisted	Your body is twisted; perhaps you are naturally a quadruped like a beast. All your armour must be custom-made for you.
20	Roll again twice	

GAZETTEER

...this was an *age when a man could make an empire in five years and lose it in six months...*
– The Jewel in the Skull

A History of the Tragic Millennium and its Aftermath

Then the Earth grew old, its landscapes mellowing and showing signs of age, its ways becoming whimsical and strange in the manner of a man in his last years...
– The High History of the Runestaff

There are tales of the world as it was, before the wars. The Granbretanians speak of a land of gods, of Aran Vilsn the Roaring God, of his champions Jhone, Jhorg, Phowl and Runga, of a hundred other strange heroes and demons. The folk of Amarekh have buried much of their past, describing it as an era of mistakes and foolishness. The past cannot be erased, though, not wholly. Europe is always haunted by its past, by beliefs and rivalries and traditions laid down over long centuries.

Leave the time before the Tragic Millennium, then, as a time of legends and myths, when gods walked the Earth and wrought machines and sorceries of wonder and power. Leave that time as unknowable, and turn to the Tragic Millennium. Know that despite the name, it lasted more than a thousand years. How many years, none can tell. No doubt there are creatures yet living who remember a time before the wars began – King-Emperor Huon of Granbretan, for instance, has dwelt in his throne globe for many thousands of years, and remembers the time before, but he will not say how many aeons have passed since the wars began. Know also that the wars themselves lasted but a short time. Some say the wars lasted five centuries, others a hundred years, a decade... some whisper that the weapons used were so devastating that the war was over in a single day.

Billions died. Perhaps as many as nine out of every ten across Europe, and some regions were completely depopulated. All too often, the survivors were the unlucky ones, for their fate was to be transformed or sickened by toxic winds, or to fall victim to other, worse ways to die. At least being incinerated in the bright flash of a nuclear bomb is quick, compared to being used as a host for the eggs of some autonomous bio-engineered living weapon. Still, humanity endured as it always does. Over centuries, civilisation rose again, growing back into similar forms to what existed before. People were living in these lands for many hundreds or thousands of years – though everyone may have died in Londra when the bombs fell, the city

The Calendar of Tragic Europe

The nations of Europe use a common calendar, based around the names of beasts. The beast corresponding to a given year is determined by a council of learned sages after that year has passed, and exemplifies the dominant traits of that year. For example, a Year of the Frog means that the past year was noted for floods or heavy rain. Rat years are plague years, Bull and Bear correspond to good and poor harvests respectively, and Wolf years mean famine. Years of the Ram mean war; Years of the Lamb peace. Raven years are associated with especially bloody battles. It is rare for there to be two years of the same sort in consecutive order.

On occasion, the courts can fail to agree on the nature of a passing year. While the calendar is supposed to apply to all of Europe, the 77th Year of the Bear in Granbretan can be the 47th Wolf year elsewhere and so forth. This is especially true of Ravens and Rams – kingdoms who win a war often claim it as a Raven year, implying they inflicted great damage on their foes, while their vanquished enemies downplay the defeat by recording it as a Ram Year.

was rebuilt once again, just as it was rebuilt after fire and flood and pestilence in other centuries.

The effects of the Tragic Millennium were felt differently in different places. Europe and Arabia were both battlegrounds in the war, and collapsed into virtual anarchy for centuries. Now, both are dominated by a patchwork of tiny kingdoms and princedoms. Afric was also hurt badly by the wars, worse perhaps than Europe. It fell into chaos too, and has yet to begin to heal itself. West, in Amarekh, the continent's mighty defences protected it from the worst effects of the Tragic Millennium, but it became warped by technology and fractured into a wilderness of strange things. Amarekh is the home of science enclaves where they have achieved unparalleled wonders, but also barbarian tribes and bizarre creations of science gone awry. Of all the nations, perhaps Asiacommunista weathered the Tragic Millennium the best, but she closed her borders centuries ago, and few now know what lies east of Arabia.

Between the princedoms and the enclaves, though, is the wilderness, and it is the wilderness that covers the majority of the globe. Once, humanity tamed this whole world, but it has grown wild again.

In the modern age, only obsessed scholars and sorcerers know much about the Tragic Millennium, and fewer still know anything more than legends about the time before the wars. Humanity is resilient and adaptable, but also quick to forget that which is no longer important. To the average peasant, it is of no importance that his ancestors once lived in silver starships, or that all Europe was ruled once by a union of elected leaders. All he knows, and all he cares for, is the life he must lead. Seeds must be sown in spring and harvested in autumn; the herds must be tended and watched for signs of twisted births or taint; the knights battle in the summer, and hungry bandits steal food in winter. The Tragic Millennium is hundreds of years in the past, no more relevant to the present than the fall of the Roman Empire or the wars of Napoleon.

The Calm Before The Storm

This chapter describes Europe before the great Granbretanian offensive. The Dark Empire has conquered most of Scandia, and has a few holdings on the continent like Normandia, but the main attack has yet to begin. Within a year, they conquer most of France, Germania, Hollandia and the Belgic States. A year later, the rest of Europe has fallen under the shadow of Londra, and much of the Middle East is under attack.

While anyone with half an ounce of common sense in Europe knows that a full-scale invasion by Granbretan is coming – the Silver Bridge could have no other purpose – few realise just how swiftly the victories will be won. Even King-Emperor Huon expected the conquest of Europe to take two decades, not two years. Of course, this rapid expansion stretches his loyal forces too thinly, allowing treacherous Baron Meliadus of Kroiden to launch a successful coup – but this is scant comfort to the millions who will die and the millions more enslaved by Granbretan.

This chapter, then, shows Europe as it was in the last years of the era of warlords, before everything changed.

Hawkmoon games can be played before, during or after Granbretan's war. The *Granbretan* sourcebook goes into more detail on events during the war. For games set after the war, there are still plenty of opportunities for adventure. The Dark Empire may have been defeated, but there were still numerous warlords unaccounted for, and half the Empire's forces were still intact.

Tragic Europe

What will you have? The princedoms of Europe dividing into smaller and smaller segments, war a constant factor in the life of the common man? Today few men ever know peace of mind from cradle to grave. Things change and change again.
– The Jewel in the Skull

Europe is a land both divided and united by its culture. The continent is broken into a thousand tiny princedoms and estates, some harkening back to ancient days,



customs and regions, others born in the fire and chaos of the Tragic Millennium. The uniting forces are the courts – the domain of some strong ruler where the nobles gather for feasts, celebrations, intrigues and alliances, nexuses of trade, learning and commerce. In a few rare cases, such as Espanyia or Muscovia, a powerful ruler can unite a whole country, but it is unusual for a king to last long in Europe. Alliances fracture, jealousies grow, and once again the map of Europe is redrawn. The wars have grown more and more formalised over the years – now, warfare is dominated by knights clashing with knights and battles for control of ancient weapons. The era of total warfare, of the sort of warfare practised by Granbretan, is now alien to Europe.

Each region of Europe is a patchwork of small noble domains, estates, free towns and farms linked by cobbled roads and dirt tracks. Much of the continent is wilderness, ruled only by bandits, barbarians and wild beasts; other sections are poisoned ground, wormwoods, still tainted by the diseases and plagues of the Tragic Millennium.

The Court of the Belgic States

The Belgic States are a knot of trouble and chaos at the very heart of Europe. The states stretch from the southern districts of Hollandia to France, although drawing a line between the southern Belgics and the northern French baronies is exceedingly difficult. The Belgic States are the battleground of Europe. Not only are the various Belgic nobles regularly at war, but the land is also used as a proxy battlefield between other European powers, primarily Hollandia, France and Germania. On the rare occasions when the Belgics unite for a common purpose, it is always to invade one of their neighbours, usually Hollandia or Normandia.

This constant conflict means that every Belgic, even the lowliest peasant, has at least some experience with combat. Peasant levies and brigades of pikemen are a common sight in the fields and canal-banks. The towns of the Belgic States are the best market in Europe for mercenaries and weapons, and several have their own

Wormwood

After the Tragic Millennium, the wilderness reclaimed much of the land of Europe. Weeds grew in the concrete plazas of empty and ruined cities, and forests sprouted in fields once full of waving corn. In many places, this wilderness has been driven back once more, as civilisation returns and the settled lands expand. There are sections of wilderness, though, where no man will ever live again. These are places so tainted by poison winds, by fallout, by mutagens or by other ancient sorceries that humans – or any natural thing – cannot survive there.

That is not to say, of course, that wormwoods are empty – quite the opposite. They writhe with unnatural, twisted life. Trees drip bulbous green-glowing maggots and scream at the dawn; three-headed wolves hunt through the undergrowth, pushing through strange poisonous plants that shiver a thousand colours down their leaves and spit venom when disturbed. Mutant barbarians and mechanical things lurk in the shadow of the wormwoods; they are not good places to go.

The eldest wormwood is said to be in Muscovia, where they call it by its native name of Kernobul.

cannon-foundries or smithies. There are little shops in back-alleys in Liege or Bahzel where assassins can be hired or stolen Granbretanian weapons purchased. Survival and warfare have both become art forms in the Belgic States. Thievery, too, flourishes here; they call them crows, scavengers who prey on the fallen dead in the battlefields.

The heart of the Belgic States is the fertile plain of Flanders, crossed by many canals and small waterways, fertilised with gouts of flesh blood. To the north is a wilderness of marshes and tidal lands, regions that were once reclaimed to the sea, but are now mostly lost again to the waves. There are hundreds of small islands and even some villages and towers in these northern polders that are still inhabited, mainly by refugees from the wars or hermits pursuing their own cryptic goals. The eastern section, the great plateau of the Ardennes, is mostly wormwood, and serves as an excellent buffer zone against Germanian aggression.

Liege

The princedom of Liege is one of the most hotly contested cities in all of Europe. The walled town has a massive industrial base, and is famed across Europe for the quality of its swords, bells and cannons. The city is heavily fortified, but has proved highly vulnerable to siege and starvation in the past. The princes of Liege have invested many millions of silvers in building underground tunnels, vaults and walls, but none of these grand schemes have solved the problem of the city's Achilles' heel. A common joke is that the bells of Liege ring out three times a year – once to warn that war has come to the city, once to raise the alarm that part of the city is afire or that the walls are breached, and once to celebrate the new regime ruling Liege. The prince of Liege does not reside in the city, but has a number of castles, villas and other refuges that he can flee to swiftly. Most of these refuges are hidden in the wormwood of the Ardennes, which is close to the southern side of the town.

The town is also an important river port, connected by both canal and river to Europe's waterways.

The court of Liege reflects the town's martial spirit. Jousting and tourneys are the chief entertainment, and many alliances are forged in secret there. The current Prince of Liege is Adov of Liege, a relatively young ruler. It is generally believed that he is the pawn of some other noble, probably the Prince of Berlin, but for now, Adov claims to be his own man as he prepares for the coming of the Dark Empire.

Brabant

The Duchy of the Brabant is the most important and influential of the Belgic States, located as it is at the heart of the country. Its farmlands are among the richest in Europe, and its standing army is widely respected. The Brabant also has surprisingly advanced weapons systems, second only to the Kamarg. Count Brass himself spent over a year studying the Brabant's fortifications. Rumour has it that at least one of the monasteries on the plains of

the Brabant is, in truth, a concealed science enclave that maintains these weapons in exchange for the patronage and support of the dukes.

The Brabant also maintains its pre-eminency in the Belgic States by deflecting attacks onto less well-defended neighbours. The dukes here are notoriously treacherous, willing to turn on other, less domains if opportunity arises. It is said of the lords of the Brabant that they never lie on a Sunday, but make up for it by telling seven lies a day every other day.

The Duchy of the Brabant claims territory that is now under the rule of Hollandia, and has launched numerous attacks in the past to reclaim it. Such attacks require an alliance of the Belgic States, so while the Brabant has managed to re-conquer this lost ground on occasion, it never holds it after the alliance splinters and the Belgics go back to their internal feuding.

The current regent of the Brabant is named Leopold, an ageing noble who has great experience with both politics and war. He was his elder brother's advisor and general for many years, until the previous duke, together with three of his four sons, died of a suspected plague. The dukedom passed into the hands of the duke's grandson, Henric. Leopold holds the domain in trust for the young boy until he comes of age. Whispers from the Brabant insist that Leopold hates the boy and is plotting to kill him and take the dukedom, or that he loves the child as his own son, or that he intends to send the child to be fostered in Granbretan, so that Brabant can be assimilated into the Dark Empire without the pain of conquest.

Region	Basic Skill Bonuses	Advanced Skills
The Court of the Belgic States	+5% Resilience, +10% 1H Sword	Lore (Military Tactics)
Liege	+10% any weapon +5% Resilience	Craft
Brabant	+10% any weapon +10% Influence	Artillery

The Tourney At Bruges-la-Mortes

They came all dressed in scarlets, greens and gold
They came waving banners, devices new and old
But one came without a mark; his honour he had sold:
And listen well – the tragedy of Bruges now unfolds!

In the 69th Year of the Lamb, the Duke of Bruges, Alain Catavensis, held a grand tournament of knights to honour his betrothal to the Romanian princess Iolanda. During the tournament, a mysterious warrior without any device on his shield or helm entered the joust and defeated all his opponents. The prize for the tournament was a single favour from Duke Catavensis, and the knight made it known – by means of a written note – that all he desired was to face Catavensis in a final joust.

Nine knights he faced, nine knights he broke
His iron-shod lance was like a thunderstroke!
And when the last foe fell – it was Girard of Koch –
He rode up to the Duke, and not a word he spoke.

The Duke's back was broken, and his marriage to Iolanda was thus never consummated. The strange knight rode off, his cryptic mission complete, and within a year, the alliance of states formed by Catavensis collapsed. Iolanda was heartbroken – either with the crippling of her husband, or the disappearance of the warrior who some say had seduced her – and fled back to Romania. The warrior was never seen again, although one song claims that he was a clockwork warrior made in a Germanian laboratory to kill the duke, but his mechanical guilt is so great that he now roams Europe, seeking to atone for his misdeeds.

His heart's of clockwork, true, and his mind's of beaten steel
But burnished metal can hold a sin, and the mirrors reveal
That shame he bears for his misdeeds upon the tourney field
So a voiceless penitent now roams the land, his guilt's a slipped gear wheel.

The Courts of Catalonia

Catalonia sits in the shadow of Espanyia, and if it is possible for a whole nation to turn its collective back on a neighbour and pointedly ignore it, then Catalonia ignores Espanyia. The country's attention is focussed on the middle sea. Catalonia's border with Espanyia is virtually undefended – the larger kingdom could easily conquer Catalonia if it wished, but Catalonia's strength is in its navies, not its army. The vast majority of the Catalonians live along the coastline, in a long string of fishing villages and trading ports. Catalonia also claims several of the

islands between the Iberia and Italia, although it must contest those islands with the Italians.

The common people of Catalonia are hardworking and humble, although there is a fierce national pride that rouses itself on occasion, most often when dealing with folk from Espanyia. They are among the best sailors in Europe, and are one of the few nations to trade with Afric and the Middle East. Catalonian trading galleons are commonly seen as far east as Syria, and some even claim they have sent missions around the Horn of Afric to Asiacommunista. It is common knowledge that one Catalonian duke, Alphonse the Mad, sent a fleet of nine ships west in search of lost Amarekh, but none of those ships ever returned.

Not only does the little country boast a trading fleet of considerable size, but there are numerous Catalonian warships and pirates sailing the Middle Sea. Indeed, the country has been accused of being a land ruled by pirates, and many Catalonian nobles made their fortune through less than honourable methods. Many of these accusations come from Espanyia, reinforcing the long tradition of feuds between the two nations. Religion is another major divide between the two lands – the Catalonians are fervent followers of the Red Church, while the Espanyians have their own curious beliefs. The lack of a major war between the two countries has confused many mercenaries and historians, as it seems as though the Espanyians should have attacked Catalonia many centuries ago. Those who say such things have never tried to fight in a Catalonian summer, as the inner sections of the country are sun-baked deserts and harsh, arid hills where nothing grows.

Region	Basic Skill Bonuses	Advanced Skills
The Courts of Catalonia	+10% Boating, +10% Lore (World)	Shiphandling

Afric

The sailors of Catalonia know more of the strange southern continent than most Europeans, and even trade with some of the villages upon the northern coast. The account of Captain Valois of the Catalonian trade vessel *Marie* is most illuminating on the topic of the strange beast-cults and customs of that dark continent, although large portions of his diary were lost in a mysteriously convenient fire in the Catalonian Explorer's Hall.

'After the sacrifice, the Hetman brought us to a river, where there waited a cylindrical craft of green crystal and wood, drawn by four crocodile-men. We climbed into the strange vessel, which was drawn at great speed upstream. Through the rushing spray, I could make out little of the lands be… columns of fire…

…ate them…

…of sixteen, whereupon they are brought before the beast, who weighs their spirit. Those who are unworthy are thrown into the pit, those who are passable are permitted to return home. The best are filled with the power of the god, tran…

…gold… in blue mountains, surrounded by a verdant jungle. The poison winds that so blighted western Europe never fell here, although the natives do whisper of a thing that lurks… ape…

…a giant beanstalk, rising from the middle portion of the world unto the very heavens, where ships of the upper firma… now fallen, wrapping itself around the whole planet twice… burnt hills of woven carb…

…chasing us… serene and terrible, the distillation of animal, no consciousness to speak of save hunt and hunger… like a stormcloud…terrible burning eyes…

The Barbary Pirates

These ravening pirates have bases all along the north-western coast of Afric. They are fearsome foes, preying on both shipping and undefended seaports. They take slaves, but sacrifice many of those they capture. Their ships have blood-red sails, but they also have some means of travelling with great speed against the wind. The pirates have a few renegade Europeans among their number, and are swiftly becoming a power in the Middle Sea.

The Courts of Espanyia

Although the western and northern sections of the country were totally destroyed by poison from the Tragic Millennium, as part of the same catastrophe that ruined Hiberia, Yel and much of Shkarlan, the rest of Espanyia survived and has even thrived since then. The entire country is united under a stable monarchy, a claim that no other European state of note can make, save Granbretan.



The King of Espanyia lives in the capital of Mahdrid, at the very heart of the country.

Between the dead lands of the north and west – including virtually all of what was Portugal – and the Middle Sea to the south and east, much of the land is too arid to be arable. Espanyia's farms and vineyards are famed for their quality, especially for wine and fruit, but so little of the country can be farmed, the population of Espanyia is small compared to the size of the country. There are also numerous wormwoods and barbarian lands, especially in the north of the country. Espanyia has a small fleet, but it is caught between Catalonian piracy to the east and Granbretan's aggressive navies to the north, so most of its maritime activities consist of nothing more than fishing and a small amount of trade, mostly of food, wine and metal goods.

Espanyia's stable government and highly developed judicial system means that it suffers from internal wars and revolts far less than other countries. Many disputes between nobles can be resolved peacefully, or at least with duels instead of wars. The Espanyians pride themselves on their skills with the rapier, and all but the lowliest peasant has a blade. They are a passionate people, but not a warlike one. Espanyia remains neutral in most conflicts in Europe, and diplomats from the court of Mahdrid are well respected. Mahdrid seeks to civilise Europe, and is a leader in culture and fashion, second only to Parye. It is common knowledge, though, that Espanyian spies are sometimes sent to fund wars and revolts in other lands. The 'golden dagger' of Espanyia has brought down many nobles. Many disenfranchised nobles end up in Mahdrid, seeking to win the favour of the King or some other rich duke, in the hope that they can win back their ancestral lands thanks to Espanyian gold and Espanyian intrigue.

The Espanyian religion is unique to the country. It is called the Church of the Sanctified, and involves the worship of a host of gods. Followers pass through various degrees of sanctification, eventually transcending mortality and becoming a part of one of the gods. Elder Sanctified are expected to cut off all ties to the world and dwell in one of the thousands of small monasteries and hermitages in the wilderness. Some Espanyians give no more than lip service to the tenets of the Church, but it is a powerful social force in some regions. There are many reputable tales of miracles and manifestations associated with the Sanctified, so many that the Red Church of Rome has quietly declared the rival religion an abode of demons. The Sanctified are not a missionary faith, and do not attempt to proselytise their beliefs outside Espanyia.

Mahdrid

The great city of Mahdrid was totally rebuilt after the Tragic Millennium, and from the rubble they made a beautiful thing. The city has wide boulevards and many gardens and parks. Statues commemorate fallen heroes and great kings; there are theatres and operas and pleasant twilight walks – at least, in the heart of the city. Around this planned central district, another city has accreted, a city of slums and alleyways. There are in essence two Mahdrids, and there are strict barriers between the two. Only the nobles and their guests can enter the heart of the city, and the town guards deal harshly with those who try to defy these rules. Mahdrid attracts noble visitors from all over Europe.

At the very centre of Mahdrid is the Grand Shining Plaza, surrounded by four buildings. On one side is the

Royal Palace, on another the Basilica of the Sanctified, on a third the Tower of Iron and Ivory that is the seat of Espanyian justice and military strength, and on the fourth side is the Parliament where all the nobles of the land gather to advise the king. The current King of Espanyia is Manuel, called the Good. He is old and his health is not what it was, but he is still beloved by his people. Manuel is a patron of the arts, especially poetry, and has been criticised for wasting time on frivolous pursuits while war descends on Europe. The king has always relied on the Counts of Aragon for military advice and support, and sees no reason to change this policy.

Aragon

The general perception of the Espanyians is that they are soft and lazy, more interested in duels than war, and in wine more than duels. Their knights garner little respect in jousts in France or Germania, and many nobles cast covetous eyes at the rich estates and brimming coffers of the Espanyian lords, which would seem to be easy pickings for invasion. The barrier between Espanyia and the rest of Europe is Aragon, and it is a formidable barrier indeed. Aragon's armies hold the passes into France and Catalonia, and they hold them fiercely.

The knights of Aragon are highly skilled and well equipped, although they have few flame-lances or other scientific weapons. In times of dire need, the commanders of the knights know which of the little churches in the hills conceal ancient Sanctified relics of power, but the Aragonians are at a disadvantage if they try to fight beyond the borders of their homeland. Aragon has fought off many invasions in the past, mostly from various French nobles, but also such foes as Granbretan, the Reaver of Biscay, and the Catalonian crusade. Some Aragonians believe that their sacrifices go unnoticed by the rest of Espanyia, and that they deserve recognition for buying peace with their shed blood. The Counts of Aragon have always been very loyal to the crown in Mahdrid, but if they ever rebelled, even the rest of Espanyia put together would be hard pressed to stop the Aragonians reaching the capital.

The Count of Aragon lives in the castle of Aljafera, an ancient structure that has been rebuilt and expanded many times since the Tragic Millennium. It stands guard over the curious city of Saragossa, a town that is said to be haunted.

Al-Andalus

Al-Andalus, in the south of the country, is the seat of Espanyia's universities and schools. Many young nobles are sent to study with the tutors and sorcerers who live in these low hills. Al-Andalus' nobility are descended from Syrian exiles, or so the tales insist. They have been accused of actually being Africn devotees of a secret beast-cult. Whatever their origin, their culture and beliefs are quite different from the rest of Espanyia, but their loyalty and value to the king is unquestioned. There are powerful secrets hidden in the arabesqued walls and incense-perfumed vaults of Al-Andalus.

Region	Basic Skill Bonuses	Advanced Skills
The Courts of Espanyia	+10% Influence +10% Rapier	Dance
Mahdrid	+10% Influence +10% Dodge	Streetwise
Aragon	+10% Riding +10% Athletics	Lore (Military Tactics)
Al-Andalus	+10% Lore (World) +5% Persistence	Lore (Any)

The Courts of France

That ancient land of marshes and lagoons lay close to the coast of the Mediterranean. It had once been part of the nation called France, but France was now two dozen dukedoms with as many grandiose names. The Kamarg, with its wide faded skies of orange, yellow, red and purple, its relics of the dim past, its barely changing custom and rituals, had appealed to the old count and he had set himself the task of making his adopted land secure.
– The Jewel in the Skull

There are folk-tales and legends that claim that France was once a single country under a single ruler, a legendary king named Gaulle. The bards and troubadours may earn coppers singing tales of Gaulle's wars against Adulf, of his knights Charlemagne and Chirac, of wizardry and wild romance in the days of old, but no one believes those tales. The thought that France could be united under a single ruler is as ludicrous as stories of knights who rode on the clouds and mocked the lords of Amarekh. How could France ever be anything than what it is – two dozen dukedoms and a host of counties and fiefdoms, marked by endless clashes and skirmishes. France is a

land of shifting alliances, as the lords ally and betray one another.

The peasant folk of France are perhaps happier than those in other lands. Most of France was not struck hard by the poisons and death winds of the Tragic Millennium; there are wormwoods and dead fields across France, of course, but by and large the land is fertile and the population healthy. France is well known for its artistry, for music and dance and celebration.

Aquitaine

Aquitaine is best known for its wine and its monsters. The region was struck by the same poison winds that ravaged all the western coast of the continent, so much of the duchy is now wormwood. It is a tribute to the 'iron dukes' of Bordeaux that the domain did not fall into chaos and barbarism. Instead, the dukes of Bordeaux have built fences and walls around the tainted zones, and many rangers are employed to ensure that no mutated beasts break through these defences to attack the safe farmlands beyond. The Aquitaine has close trade ties with the kingdoms of Espanyia and Granbretan, so the dukes of Bordeaux are seen as the pawns of some foreign king by the other nobles of France. In truth, Aquitaine risks a dangerous game by playing the two kingdoms off against each other, taking support from both and serving neither fully.

The city of Bordeaux sits on the river Garonne, and has one of the larger French fleets. An ancient barrier, built long before the Tragic Millennium, straddles the mouth of the Garonne. Locks permit ships to pass through this barrier, but these locks are under the control of the Dukes, so the city is safe from attack by sea. The current Duchess of the Aquitaine is named Elise of Bordeaux. She is young, beautiful and unmarried, so offers of betrothal and lovelorn knights now crowd the streets of Bordeaux. The Question of Elise's Hand is one of the great uncertainties of current French politics, as the armies of Aquitaine are armed with Espanyian blades and Granbretanian cannons, and could tip the balance in any battle.

The south-west of Aquitaine is almost all wasteland; the few travellers to brave the wilderness there have reported sights of white towers along the coastline that glow in the night, sending beams of light straight up into the heavens… and other beams that answer them from above.

Burgundy

This duchy shares its name with a colour, the dark red of the wines made here. It is a common jest that the men of Burgundy wear burgundy tunics to hide the bloodstains, because Burgundy is always at war with someone. It has rivals in both the Belgic States and Germania, and when the dukedom is not clashing with those foreign neighbours, then its knights are no doubt at war with some other French noble. The capital of Dijon is sometimes called the 'little Londra' by those who compare the warlike spirit of Burgundy to that of Granbretan, although for all their brutality and bloodlust, the men of Burgundy are sane, unlike the masked warriors of Granbretan.

Burgundy is a land obsessed by war. In every village, children play with wooden swords while their parents talk of jousts and tourneys. Half the mercenaries of Europe seem to come from this land; the military schools and trainers in Dijon know as much about siegecraft and swordplay as anyone in Europe. The castles of Burgundy are decorated with art and treasures taken from other lands and other dukedoms, but by and large the nobles here are honourable warriors, preferring to ransom their fallen foes and take tribute instead of wilful slaughter and destruction.

There is little of the past left to Burgundy. After the Tragic Millennium, the dukes took it upon themselves to wipe away all traces of the sorcery and horror born in previous centuries. Dijon looks nothing like it once did; there are caves and ravines now choked with metal and rubble, where the research cities and devices of the past were buried. The land was remade anew, and perhaps that is why Burgundy has thrived in this new age.

Kamarg

In terms of area, wealth, influence and prestige, the Kamarg was one of the least important of all the regions in France. This wild marsh was best known for its fauna, like the great bulls, the horned horses and the flamingos that grew so large in the Tragic Millennium that they can be trained to carry an armoured rider into the air. The Kamarg is a pleasant enough land, although it is far from the centres of power and fashion in Europe and so was dismissed from consideration by most nobles.

The chief town of the Kamarg is called Aigues-Mortes, although the larger city of Arles lies near to its borders and attracts much of its commerce. The defenders of the



Kamarg are known, by ancient tradition, as Guardians, and they are famed for their loyalty and their prowess as riders of both horse and bird. The people of the Kamarg are insular, but they were spared the worst effects of the Tragic Millennium and so are healthier than most. One of their chief entertainments is bull-fighting; the toreadors who dance with the bulls are highly praised and honoured.

In recent years, the Kamarg was conquered by stealth and sorcery by a magician from the Bulgar Mountains, where sorcerers swarm thick as flies. This monster used the relative isolation of the marshland to conceal his vile experiments from disapproving eyes. He was slain by the new ruler of the Kamarg, the famed hero Count Brass.

Count Brass was a mercenary who fought on every battlefield in Europe; a scholar of intrigue, history and the weapons of war, and a great leader. He was acclaimed Lord Guardian of the Kamarg by a grateful populace and, tiring of war, chose to retire to Aigues-Mortes in peace and quiet. There he dwelt, until the coming of Baron Meliadus, whose ill-thought oath to possess the Count's daughter would have great repercussions for all the world.

Count Brass dwells in the keep now called Castle Brass, a structure of white stone that has been built and rebuilt so many times over the centuries that it is hard to discern any plan to its riot of towers, domes, gardens, walkways and bulwarks. It is a castle built for comfort, not a siege. While Count Brass no doubt appreciates the comfortable rustic quarters, he did not leave his home and domain undefended. The Kamarg and Aigues-Mortes are ringed by a defensive line of watchtowers. Each watchtower is manned by Guardians, and is also equipped with a variety of potent weapons designed and built by the Count himself.

Karlye

This town is dominated by the European end of the great Silver Bridge that arcs from the shores of Granbretan over the sea to France. All of Karlye, then, is taken by inns, farriers, horse-sellers and other trades who service the endless stream of traffic across the bridge. Karlye has become one of the major trade centres of Europe, for this is the last stop on the continent for the caravan train bringing booty from the Dark Empire's conquests before it is carried onto Granbretan itself. The guards on the far side of the Silver Bridge are far stricter, so Karlye is the best place to buy treasures stolen from all of Europe and Arabia. Slaves, trinkets, art, wine and weapons are all for sale in the market squares. Many lesser nobles of Granbretan make regular trips to the city to buy cheap goods.

Karlye is a major sky-port for the ornithopters of Granbretan, rivalling Deau-vere in importance.

Marshais

The 'Gateway to Europe', Marshais is one of the largest ports on the Middle Sea. The Rhone river is one of the main arteries for goods, and many ships come to the docks of Marshais from distant lands, making the barony one of the most valuable – and hence, warred-over – in Europe. Marshais has been conquered dozens of times, by everyone from Provencal knights to Barbary pirates. Still, the essential nature of the city endures – a bustling, dangerous port where anything can be obtained for the right price. The travellers from Arabia and Afric make Marshais one of the most cosmopolitan cities of Europe.

The Duke of Marshais makes his home in a great ship, an ancient liner dating back to the days before the Tragic Millennium. The ship's engines are long since extinguished, and now torches must illuminate grand ballrooms once filled with electric lights, but the liner is still afloat, as her hull is made from some imperishable and invulnerable metal. The current duke is named Sevin; he is a canny trader, who has made alliance with the pirates of Barbary against the Catalanians.

Normandia

This dukedom is the largest in northern France, and profited greatly through trade with the Dark Empire. Food and drink from Normandia kept Londra sustained for centuries, and the Dukes of Normandia grew rich and confident, believing they had the choke-chain on Granbretan's ambitions. If the Dark Empire ever threatened Normandia, they could just stop supplying food and starve the city. This stratagem was nullified during the reign of Jewelard. His brother Ziminon went to Granbretan and arranged for their support in his coup. He overthrew his brother with the aid of Dark Empire troops and weapons – then discovered that the foreign troops he brought into Normandia would not leave when he commanded them too. Bowing to necessity, he swore allegiance to Granbretan, making Normandia one of the Dark Empire's earliest and most bloodless conquests.

Parye

Known as the Crystal City and the City of Light, Parye is the best example of a city from before the Tragic Millennium yet extant. Many of the oldest and most important cities of Parye were long ago encased in imperishable crystal, so most of them survived the bombs and blasts of the wars. Other buildings in Parye are built wholly of crystal of many colours; a bright day in the city is so blindingly magnificent that peddlers sell smoked-glass eyeshades to travellers.

The trick of growing crystal has been lost, so the only new buildings constructed in the heart of Parye are made from chunks quarried from ruined and broken crystals. Most of Parye outside the city centre (Ile de la Cite) resembles any other town in Tragic Europe, all wood and cobbles and horse manure.

Parye has been ruled by a council of guilds for centuries, who keep the city in trust for the long-lost Duke of Parye. It is whispered that the Duke is being kept hidden in suspended animation by the guild-masters, but the Dark Empire found no sign of any frozen nobles when they conquered the Crystal City.

Provence

Melancholy Provence was transformed into a land of monsters and rotting corpses by the plague winds. The Life Wind, the Mistral, that saved the Kamarg did not protect this region so well. The people of Provence survived, but at a high and bloody cost. The few areas of safe farm land are jealously guarded; every year, a little more becomes tainted by seeping toxins, and the people must tighten their belts another notch. The incidence of mutant births is higher here than anyone else in France. An order of mutant hunters, the Grey Brothers, wield considerable power here, as they have the right to search any home and examine any man for signs of the taint. The Grey Brothers wear hoods and cloaks to disguise themselves when on duty, so anyone could be a hidden member of the order. Paranoia and conspiracy are a day-to-day part of life here.

This harsh, twisted land has given its people strength through adversity. The knights of Provence are few in number, but great in skill and are united into various knightly lodges and brotherhoods, all under the aegis of the Count of Provence. There are rumours of underground fortresses, of hidden refuges and ancient weapons, of secret orders and millennial plans, all orchestrated from this land of desolation and harsh sun.

Provence borders on the Kamarg and the Duchy of Marshais; both these regions were once part of Provence, but broke off in past wars. From his seat at Aix, the Count of Provence, Rene, looks covetously at lands where the trees are not twisted with strange growths, and where parents do not have to drown one baby out of every three for fear of mutation.

Lyonesse

Lyonesse is a country of mists and shadows. Formerly an extension of Burgundy, Lyonesse became its own dukedom – indeed, almost its own kingdom – many centuries ago, when the Family Lyon came to power. This family of sorcerers and knights was wholly unknown to the rolls of the nobility before they claimed Lyons as their domain, and some say they are not even human. Whatever their origin, the city and the land have both changed greatly under their rule. Now, the borders of Lyonesse are defended by a strange, unnatural mist that seems to boil up from nowhere whenever armies try to find the roads into the country. Other would-be invaders

of Lyonesse talk of stranger things, of creatures unlike any others in Europe, of armoured warriors wielding flame-lances and swords of ice, of dark-eyed maidens, beautiful yet merciless.

This impression of Lyonesse as a haunted realm of ghosts and fey contrasts with the honest, earthy and simple nature of the place. Under the noonday sun, Lyonesse looks little different to the neighbouring domains; corn waving in the fields, caravans slowly rolling towards the markets in Lyon. It is as though the land is seen through a glass – sometimes the glass is so clear as to be invisible, sometimes it is smoky and, sometimes, it distorts.

The County of Valentinois

The little county of Valentinois was once a duchy, but is now a vassal of Lyonesse. It shares little in common with the northern land; Valentinois is a martial land, home to many soldiers and mercenaries. The Count of Valence, Siegurny, has a special hatred for the Dark Empire, and spends much of his time abroad, trying to rally support for a pre-emptive attack on Granbretan.

Strasbourg

Located on the border with Germania, the Dukes of Strasbourg are caught between the belligerent Burgundians and the equally warlike Germanians. Strasbourg has been bloodied in war many times, and its armies have been beaten down to almost nothing. The domain therefore must rely on mercenaries, and the cost of paying these troops has bankrupted the dukes. They have borrowed money from all over Europe, notable from the King of Espanyia and the Red Church. Strasbourg is one of the most unpredictable and dangerous domains in Europe.

The grandfather of the current duke was the notorious Pretender of Strasbourg, who attempted to proclaim himself Archduke of Burgundy and launched a war to defend that claim. The conflict raged up and down the Germanian border for nearly thirty years, only ending with the death in battle of the Young Pretender, the current duke's father.

Region	Basic Skill Bonuses	Advanced Skills
The Courts of France	+10% Influence +10% Driving or Riding	Dance or Play Instrument
Aquitaine	+10% Lore (Plant) +10% Influence	Shiphandling
Bergundy	+10% Riding +10 Any Weapon	Lore (Military Tactics)
Kamarg	+10% Lore (Plant) +10% Lore (Animal)	Survival or Tracking
Karlye	+10% Evaluate +10% Influence	Pilot Ornithopter
Marshais	+10% Boating +10% Evaluate	Shiphandling
Normandia	+10% Lore (Plant) +10 Resilience	Survival
Parye	+10% Influence +10% Perception	Artistic Expression
Provence	+10% Riding +10% Any Weapon	Tracking
Lyonesse	+10% Any Weapon +5% Persistence	Healing
Strasbourg	+10% Any Weapon +10% Dodge	Lore (Military Tactics)

The Courts of Germania

The German states are almost as divided as those of France, but where the old French capital of Parye hold little sway over the dukes of France, the Princes of Berlin wield considerable influence over the Germanian nobility. The country is far short of the unity of Espanyia, but its nobles are capable of setting their differences aside on occasion.

Germania was not struck by the same poison winds that damaged Western Europe; the wars here came in the form of bombardment. Many of the cities were blasted from orbit, leaving nothing but vast glowing craters; mountains were shattered and forests burned by blasts of light. The landscape was remade by this devastation. Millions died. In the years since the Tragic Millennium, thick woods – wormwoods in part, but mostly untainted wild land – have reclaimed much of Germania. The Black Forest stretches for hundreds of miles, and is inhabited by tribes of barbarians and savages. The civilised domains of Germania must watch their borders constantly, for fear of the barbarians in the woods.

Germania has a higher level of technology than most of Europe; clockworks and gas power are common, and the richer nobles even have electrical lights, heaters and even computing devices.

Berlin

The city of Berlin is the largest and wealthiest in Europe. Within its ancient walls dwell over two million people, with half as many again living in the surrounding

countryside. The devastation wrought by the wars changed the weather here, so Berlin now suffers from unusually intense winters that blow down from Scandia and Muscovia. For four months of every year, the people huddle inside thick-walled buildings for warmth, for the icy winds cut to the bone in seconds. Voices are sometimes heard on these cold winds, wailing and screaming in unknown tongues.

To drown out the sound of the winds, Berlin's palaces are filled with music and song every winter. The nobles and knights of Europe come to the court of Berlin when not on campaign. The Prince of Berlin is known to be a gracious host, and this city is home to many retired knights and generals. The court here is the most influential in all of Europe, even exceeding Mahdrid's sway by virtue of its centrality. In general, while Mahdrid attracts the diplomats and the followers of fashion, the generals and the young blades go to Berlin.

Duelling is the chief sport here, and some days it seems like every alleyway echoes with the clash of steel. Most of these duels are fought just to first blood, but there are lethal fights on occasion. The Academy of the Sword oversees such duels, and there is a seemingly endless list of rules and styles to be learned. There are many professional champions and tutors in Berlin.

When the winter ends and the spring thaw comes, Berlin's character changes completely. All the knights and warriors return to their home domains, or to the battlefield, and the city become a market town.

The current Prince of Berlin is Lobkowitz II, who inherited the domain after his father was slain in a duel. The young prince is barely sixteen, and fancies himself destined to be the greatest duellist in all of Europe. While he has the best tutors, and spends many hours practising in gymnasiums, he is neglecting his other duties, and much of the power in the domain has fallen into the hands of the prince's advisors, especially his cousins, the twins Gerhardt and Matilda.

The Nibelungen

Germanian legend speaks of a race of stunted dwarves who dwell in underground tunnels in the mountains. According to the tales, the dwarves are master smiths, capable of forging weapons and jewels of great beauty. The dwarves are born from the very rock they inhabit, squirming out of slimy cracks in the stone. Whenever a child goes missing or something of value is stolen, the peasants blame the rock dwarves who crawled out of the ground and crept in by night. According to the tales, some heroes have convinced the Nibelungen to make them items of wonder. Other stories insist that as the network of tunnels grows, they will eventually gnaw away the foundations of the world, and whole cities will slip into their twilight realm.

Köln

Köln is a quiet province, a land of farms and small villages that provide much of Germania's food. It has suffered less from war than other parts of the country, and its folk are peaceful. The rulers of the dukedom, the lords Hawkmoon, are an ancient house; though of common blood originally, they rose up from the ranks of the ordinary folk to fight against the evils loosed by the Tragic Millennium, and much of the peace and tranquillity enjoyed by the folk of Köln comes from that long-ago heroism.

Castle Hawkmoon is located in the countryside outside of the city of Köln, in the heart of a deep forest. The



Duke of Köln is Manfred Hawkmoon. In his youth, he was one of Germania's best knights and duellists, before he quarrelled with Prince Lobkowitz and was no longer welcome at court. Many trace the decline of the court of Berlin in grace and civility to this quarrel.

Nürnberg

Once part of the province of Bavaria, mighty Nürnberg is now a dukedom in its own right. The domain is centred on the so-called City Invincible, for Nürnberg was built using ancient technologies. The 'city' is a mountain of metal and stone, comprising thousands of levels of corridors, crypts, vaults and habitats. It is an arcology that was sealed against the poisons and plagues loosed in the Tragic Millennium. The defensive systems of Nürnberg were so powerful that the city endured even direct hits from weapons that destroyed mountains.

After the Tragic Millennium, it took over a hundred years for Nürnberg to be rediscovered. When the vaulted city was finally reopened, it was found to be lifeless. The people within were protected from infection from outside, but some poison was released by a traitor inside the city, and everyone died. All the advanced computer systems and other technologies of the city had collapsed due to lack of maintenance and power. Still, Nürnberg is one of the best preserved examples of pre-Tragedy architecture in Europe, and was the model for the reconstruction of Londra under King Huon.

The people of Nürnberg are a gloomy folk, living as they do in a lightless warren of a city. The tunnels of Nürnberg have not all been explored, and the thieves of the city often retrieve interesting ancient items and documents from the depths. 'Rat Sorcerers' – petty backstreet scientists, trying to scavenge ancient lore – are commonly encountered in Nürnberg.

Sahbruck

Although national borders are almost forgotten in this age, the province of Sahbruck has always been located halfway between France and Germania. Both French and German are commonly spoken here, and the cultures of the two lands are blended. Perhaps as a result of this, Sahbruck has become known as a haunt of spies. Initially, Germanian nobles looking for agents for use in France would use spies from this region, but now the reach of Sahbruck is far greater. From this small state, agents bring news from as far as Muscovia, Syria and Afric.

The ruler of the little domain of Sahbruck is Count Vincent, known as the Spider. He is one of the councillors of the Prince of Berlin, but is also a regular visitor to Granbretan.

Munchenia

Like Nürnberg, the city of Munchenia was once part of the larger duchy of Bavaria. It split away from the larger domain during the period known as the Monk's War, which was the first battle involving the Italian League of Eight. Ever since the Monk's War, the pleasant city of Munchenia has been almost directly under the control of the church. For a time, the Prince of Munchenia was a puppet of the bishop of the city; in recent generations, they have invariably been from the same family, or even the same person. Despite its theocratic rule, Munchenia is a rather licentious place, famed for drinking and celebrations. It also boasts several fine churches and cathedrals, as well as a university.

The current Prince of Munchenia is an elderly man, Prince-Bishop Hederich, who delights in clockwork toys and music. He is also a great sponsor of the arts, and has attracted many skilled painters and sculptors to his court.

Bavaria

Bordering as it does on the Switzer Mountains and Slavia, Bavaria is Germania's bulwark against the wilderness. The few sections of wormwood in Germania are nothing compared to the poisoned wastes to the south and east, and the dour Bavarians see themselves as guardians against the taint. For all their sacrifices, Bavaria has

Region	Basic Skill Bonuses	Advanced Skills
The Courts of Germania	+10% any weapon +5% Resilience	Engineering or Mechanisms
Berlin	+10% Dodge +10% Any Sword	Lore (Any)
Köln	+10% Riding +5% Resilience	Craft (Carpentry)
Nürnberg	+10% Stealth +10% Perception	Engineering or Artillery
Sahbruck	+10% Influence +50% Language (French)	Disguise
Munchenia	+10% Lore (World) +10% Influence	Courtesy
Bavaria	+5% Resilience +10% Polearm	Craft (Any)

been repeatedly stripped of prized possessions, most notable its old capital of Munchenia. The new line of arch-dukes were originally exiled from Granbretan (and what horrific acts did they commit that would warrant exile from *that* land), but claimed the dukedom in the aftermath of the Monk's War. The O'Pointte dynasty is notoriously treacherous, and of the twelve arch-dukes of Bavaria since that family took power, it can be certain that only one died of natural causes.

The Courts of Greece

Greece is isolated from the rest of Europe – both southern Slavia and Magyaria are dangerous wastelands – so its culture has grown different and strange. Much of the Grecian lowlands were drowned when the Middle Sea rose, so there is little farmland left. The mainland has largely been abandoned, with most of the population now living on islands and making a living from fishing. There are few large domains or powerful nobles. Instead, each little village has its own champion or militia. Each island or town has its own unique characters and customs, its own strange traditions and faiths.

Athena

The city of Athena is one of the oldest in Europe, if not the oldest. Unlike Parye, which preserved its heritage in shining tombs of crystal, Athena has remade itself time and time again, recreating old shapes and styles in new materials. The general loss of technology after the Tragic Millennium, as well as the fracturing of the Kingdom of Greece into hundreds of city-states and villages, means that Athena's power and beauty have been greatly reduced, and the latest iteration of the city is made from simple marble instead of the synthetic stones and solid light of previous centuries, but Athena is still very beautiful. It is a city of art and culture, of philosophy and science. While it cannot equal the prestige of Mahdrid or Lyon, Athena is famed for its tolerance of strange customs and beliefs – some praise it as the city of a thousand faiths, others call it the city of heretics. Athena, not Istanbul, is the eastern end of Europe, where Tragic Europe meets the Middle East.

Mermia

The Mermian Unity is the one of the most powerful political forces in Greece. It is an alliance of dozens of the larger islands and city-states, banded together for 'mutual defence', which turns into combined attacks on rival cities as often as not. The Mermian Unity has perhaps enough strength to play kingmaker in Greece, but the ruling council of the Unity can never agree on a single leader on any matter, let alone choose one of them to be king forever.

The Mermian League meets in a city that it is one of the wonders of Europe – Mermia, an underwater city contained in a dome of ice. The sorcery that maintains the dome is fading, and much of the city is now in danger of drowning.

Sparta

The Kingdom of Sparta, located in the southern mountains of Greece, arose in the chaos of a Turkish invasion of the country. The whole nation is dedicated to the practice of warfare. After repelling the foreign invaders, the Spartans began hiring their troops out as mercenaries. Life in the Spartan state is simple and often quite brutal, as the needs of the army are considered more important that those of the peasants, but the Spartans are perhaps the pre-eminent military force in the eastern Middle Sea. The major restriction on Sparta is its lack of sea power. The few times the Spartans have attempted to move over seas, they have been attacked by the Catalonians or Italians.

The current Lord Commander of Sparta is Isidor, called the Bloody. Rumour has it that he intends to ally Sparta with Granbretan, for the two nations have much in common.

Region	Basic Skill Bonuses	Advanced Skills
The Courts of Greece	+10% Boating +10% Athletics	Survival
Athena	+10% First Aid, +10% Lore (World)	Healing
Mermia	+10% Boating +10% Lore (World)	Shiphandling
Sparta	+5% Resilience +10% any weapon	Survival

The Courts of Hollandia

Sea-drowned Hollandia comprises about half the former Low Countries, excepting those sections now contained within the Belgic States, but also the land of Dahnmark and other lands east, along the southern shores of the Baltic Sea. These low-lying lands were once guarded by

huge dykes and sea-walls, but the seas have risen and the defences crumbled over time, and over half of the territory once claimed by Hollandia is now underwater. Of the remaining sections, much is ruined by ancient poisons or salt water, making Hollandia one of the poorest regions of Europe.

Hollandia's was once one of the great maritime trading centres, but the rising waters drowned the ports, and the wrecks of cities make for treacherous sailing along the new coasts. The only vessels seen in Hollandia now are small rowboats and coracles, darting between reefs of concrete and steel.

The eastern section of Dahnmark is somewhat more intact than the rest of Hollandia, but is still one of the poorer courts of Europe. The queen there is in an awkward alliance with the Scandians, although neither side trusts the other. The Scandians do need Dahnmark's ties to the rest of Europe if they are to resist the Dark Empire occupation.

The Shrieking Sea

Sailors in the western ocean know to steer clear of certain pools of water off the Hollandian shore. Things live down there, things that scream in the night as if they are drowning for hours. Ships often go missing there; flotsam washes up days later, splinters from hulls smashed by some tremendous force. The Dark Empire has ironclad warships on permanent patrol here, trying to protect the ore-ships coming from Scandia. The sorcerers of the Order of the Serpent are also plotting ways to control whatever lurks down in the shallow waters that now cover Amsterdam.

Guelderland

Guelderland is one of the inmost provinces in Hollandia, and so suffered less from the rise in sea level. The Counts of Guelderland are the most powerful in western Hollandia, and by ancient custom are accounted the stewards of the borderlands, protectors of the seas, and second only to the crown in Dahnmark. By equally ancient tradition, there is a fierce rivalry between the Kings in Dahnmark and the lords of Guelderland. The province has rebelled three times, and conspired against the kings on many occasions. If it were not for the pride of Dahnmark, some believe that they would have cut off the western half of their kingdom to rid themselves of the troublesome Guelderlanders.



Dahnmark

Dahnmark sits uneasily between Europe and the wilds of Scandia. At times, the 'little kingdom' has been able to make alliances with its northern neighbours, trading with them, hiring them as mercenaries or sharing the spoils of invasion with them. In other years, Dahnmark has suffered from raiders crossing the gulf between Scandia and Europe.

Dahnmark is a cold, rainy land. The capital is Copenhagen, the seat of the Kings of Dahnmark and Hollandia. A ring of small baronies surrounds the capital. The Order of Dacia, a knightly order made up of warriors sponsored by these barons, is regarded as one of the most prestigious in Europe, and is responsible for guarding the royal palace. As only knights from those baronies can join the order, the prestige of Dacia rankles with the Counts of Guelderland.

The Queen of Dahnmark and Hollandia, Signe, is well loved by her people.

Region	Basic Skill Bonuses	Advanced Skills
The Courts of Hollandia	+10% Boating +10% Athletics	Survival
Guelderland	+10% Boating +10% Influence	Craft (weaving)
Dahnmark	+10% any weapon +5% Resilience	Oratory

The Courts of Muscovia

Muscovia is the great unknown in Europe. As Tover said in Act V, Scene VI of *Chirchil and Adulf*, '*a curtain of iron darkness/descends, and all is lost to sight/a gathering of spectres and ghosts/risen from the occluded dead'*. There is little traffic between Europe and much of Muscovia, and even those travellers who brave the snowy wastes and wolves of the steppes find little welcome in Muscovy.

Certain facts are known: all Muscovia is ruled by a single king, and the nation has a strong and well-trained army. Much of the country is wilderness, though, and it has the largest wormwoods in the known world (indeed, the term *wormwood* comes from Muscovy). The few Muscovians who travel abroad delight in spreading ghoulish tales about the mutants and witches dwelling in the dark east, but who can tell which of these tales are true and which are merely stories to freeze the blood of children.

Muscovy

Consult the diaries and the tales of travellers, and it is as though there are many different cities that bear the name of Muscovy. Certain elements are common to all accounts – the onion-shaped domes, the narrow streets, the crowds, the cold nights, the gas-lamps and the thick fur cloaks of the citizens. The rest of the tales vary wildly. Muscovy is a den of thieves, where starving children fight with knives over a mouldy loaf of bred for the entertainment of bored nobles; Muscovy is a city of great wealth, where even the poorest man lives like a lord; Muscovy is half-ruined, a decaying wreck, or it is growing faster than Londra and is a wonder of the world. Some insist that sorcery is common in the land, that half the nobles are wizards and witches, and that most of the people are mutants or spell-conjured demons. Others claim that Muscovy is ruled by a church that deals harshly with mutants, and that the people pride themselves on the purity of their blood. One story insists that the people of Muscovy are as law-abiding and polite as can be imagined – save for one hour each night, when the clocks strike thirteen and they all go mad.

Perhaps Muscovy is so large that it contains all these disparate cities and more. When the snows fall thickly the city streets, and the gas-lights shine out into the Russian gloom, the city does seem endless.

The court of the King of Muscovia is the only place where foreign dignitaries and nobles are commonly encountered – such visitors are expected not to leave the palaces given over to visitors from other lands. The current King of Muscovia and Emperor of the North is Kasimir III, a stern-faced man whose ultimate goals are a mystery to the rest of Europe.

Kerninburg

Kerninburg, on Muscovia's western border, is a domain of sorcerers and scholars. There are great factories and towers in the land, which belch out poisonous smog and strange brews. The peasants are obliged to wear scarves or masks to protect themselves from the taint. Those who serve the sorcerers often have their mouths sewn shut or their voices removed for the duration of their employment, and their masters swear to surgically repair these mutilations as a parting gift. The city's wealth of knowledge makes it a tempting target to many, especially the nobles of Germania, but Kerninburg is defended by most magical wards and the armies of the King of Muscovy.

Kievan Rus

The warriors of Kievan Rus give many nobles in Europe ceaseless nightmares. By reputation, every one of them is eight feet tall, armoured in steel, and so savage that he wields his own mother as a weapon in battle, having sharpened her on a whetstone first. Kievan Rus has obtained this reputation through a number of wars with eastern Europe, especially the kingdoms of Wien and Shekia. The rulers of Muscovia have been reluctant to rein in their wayward subjects, though, suggesting that these attacks are merely trial runs for a larger Muscovian offensive.

Novgorod

The domain of Novgorod is the richest in Muscovia, and its mines and farms are the fuel that drives the Muscovian war machine. The Prince of Novgorod, Prince Ruchtof, is the son of the King of Muscovy, although he leaves the running of the domain to his uncle Vasily, who is seen in court as a moderate, pushing for closer ties with the rest of Europe. The young Prince is more interested in hunting, riding and practising with his flame-lance.

Region	Basic Skill Bonuses	Advanced Skills
The Courts of Muscovia	+5% Resilience +10% Polearm	Survival
Muscovy	+10% Influence +5% Persistence	Courtesy or Streetwise
Kerninburg	+10% Lore (world) +10% Lore (animal)	Healing
Kievan Rus	+10% any weapon +10% Riding	Artillery
Novgorod	+10% Lore (plant) +10% Perception	Tracking

The Courts of Italia

The Italian peninsula rivals the Belgic States for its constant little wars. The whole region is divided into warring domains and dukedoms, and the only unifying forces are the Red Church in Rome – and self-interest. Italia's commanding position in the Middle Sea gives it huge sway over southern Europe. With the dangers of the Bulgar Mountains and the other overland routes to the East, control of the Middle Sea means control of Europe's trade with distant Syria and Istanbul. The need to keep the Catalonians and Marshais in line does more than the Red Church can to unite the lords of Italia.

Two centuries ago, those two forces of unification combined most effectively, as the church put its wealth and influence behind several powerful nobles from the north of Italia. This 'League of Eight' conquered much of southern France, Switzer, Slavia and Osterland, spreading the word of the church and vastly increasing the power and wealth of the nobles. The wars against the league continued until recently – Count Brass himself won renown in the last battles in Italia that crushed the military power of the League. The League's political support evaporated after this climatic battle, and the death of Pope Gelasius IV in the following winter was the final nail in the League of Eight's coffin.

The Red Church

During the chaos of the Tragic Millennium, people turned to the church for succour and meaning in the face of madness and death. The Red Church of the Redeemer arose from the ruins of the Catholic Church. According to the legends, a poison wind struck the city of Roma. A handful of people took refuge in a basilica there, and miraculously survived. Those survivors became the first congregation of the Red Church. The church's symbol is the red cross, symbolising the blood spilled during the wars and the promise of redemption and healing for the world.

The Pontiff of the Church dwells in Roma, the Eternal City. There are churches all over southern and central Europe. The church offers healing, and teaches that by faith, good works and by taking precautions against wormwood and taint, body and soul can be redeemed. While most branches of the church are houses of healing, there are more corrupt and venal preachers than there are saints in the Red Church. The Pontiff is the equal of any duke or lord in Europe, but the church's sway is limited. It is very powerful in Italia, but the three great courts are Berlin, Mahdrid and Londra, and the Red Church has little power in any of the three. In Mahdrid, the rival Church of the Sanctified blocks the Red Church from reaching the king. There is a bishop in Berlin, but he does not have the Prince's ear. As for Granbretan, the Dark Empire does not believe in any gods or higher powers, and priests are put to death there.



Padova

The dukedom of Padova stretches from the shores of the Adriatic to the foothills of the Switzer Mountains, although only fools and madmen live in the tainted north. The bulk of the population live either along the coast, from whence Padovan trade ships and warships set sail from the ports of Padua or Venice, or in the fertile inland fields. By reputation, the Padovans are ambitious and untrustworthy, but quick to fall in love. The domain also has a strong military tradition, both on land and sea.

The current Duke of Padova, Enric, certainly exemplifies the former two qualities. He has made alliance with the Dark Empire, and his agents are regular visitors to Londra.

Milan

The 'boar of Italia' was, with Padova, the other major dukedom of the League of Eight (the other six nobles involved were considerably smaller than the two dominant partners). The dukes of Milan are famed for their intelligence and their insanities. One notable scion of the family, Ignacio, wrote a series of brilliantly researched and compellingly argued treatises on pre-war Europe, proving conclusively that Brussels was actually a solar myth. His brother Gabrio, meanwhile, spent half the family fortune on a huge series of earthworks, designed to be seen from orbit by his delusions of space travellers. The dukes are often accused of being sorcerers – which is entirely plausible. There are many tales of labyrinthine libraries and bizarre experiments conducted in the dungeons beneath Milan.

At present, the duke of Milan is an elderly man called Prospero; following the defeat of the League of Eight, he was imprisoned in a tower of his palace, where he remains to this day. No less than four relatives of his claim the dukedom – while the case is argued in the courts of Milan, the dukedom is ruled by a seneschal.

Roma

Roma, the Eternal City, is the seat of the Red Church. Roma was completely depopulated by poison winds during the Tragic Millennium, save for the survivors in the church. This handful of survivors had to contend with monstrous mutant animals that overran the empty city. It took over thirty years before humans and not horrors ruled the city once again. Some sections of the city are still infested with monsters, especially the sewers and catacombs.

Today, almost all the city is given over to the affairs of the church. It is a city of scribes and preachers, of priests and healer, and of bankers – the church plays a major role in Europe's finances. The Red Guard, the church's militant wing, is headquartered here.

Sicilia

The island is Sicilia changes ownership once a decade at least, as Catalonia, Espanyia and Italia all claim it. To be named Count of Sicilia is hardly an honour; indeed, many see it as tantamount to a death sentence, as the current count is usually executed when the island is taken by another nation. The inhabitants of Sicilia have long since stopped relying on the nobility to defend them, and the constant changes mean they cannot rely on legal trade routes – a friendly port one week might be at war with Sicilia the next. Sicilia is therefore forced to be a den of thieves and smugglers, though it must be said that many of its inhabitants have taken to the criminal life with élan.

Region	Basic Skill Bonuses	**Advanced Skills**
The Courts of Italia	+10% Athletics +5% Resilience	Survival
Padova	+10% Boating, +10% Staff	Lore (any)
Milan	+10% Riding, +10% Influence	Craft (smith)
Roma	+10% Lore (world), +5% Resilience	Oratory or Lore (any)
Sicilia	+10% Sleight, +10% Stealth	Shiphandling

The Courts of Switzer

Ancient myths insist that Switzer was once among the wealthiest and most peaceful lands in all of Europe. This is, of course, patent nonsense – the Switzer mountains are notoriously dangerous. The poisons of the Tragic Millennium still linger here. Monsters roam the slopes, and when the spring thaw comes, the snows melt releasing another shower of plagues and toxins into the air. The mountains between Italia and the north are almost impassable, save for a few dangerous passes that are kept clear by Red Church monks.

The one ancient city to survive was Bahzel, in the Rhine valley, which is now a neutral trade city on the intersection of routes between Italia, France and Germania. The dukes of Bahzel look nervously upriver, at the towering mountains that hold unknown and uncounted dangers.

Region	Basic Skill Bonuses	Advanced Skills
Bahzel	+10% Evaluate +10% Polearm	Mechanisms
Switzer Mountains	+10% Perception +10% any weapon	Survival

The Courts of Osterland

The Kingdom of Vien is the heart of the eastern realm known as Osterland, which sits uneasily between many dangers. To the north is the enigmatic Muscovian bear, to the west the militant lords of Germania and France, to the south and east lies the dangerous and unstable states of the east. Osterland prides itself on being the last outpost of civility before the wilderness – an arrogant attitude in many ways, since the states of the east are not the horde of mutant barbarians the Osterlands seem to consider them to be. The arrogance of the Osterlands is a common trait, in fact, but one they can often justify. Vien is perhaps the most beautiful city in Europe, and the Osterlander pike regiments and cavalry have defeated Germanian armies twice their size.

The nobles of Osterland owe little fealty to the King of Vien; while they are technically his vassals, this fealty is honoured only half-heartedly. It is said that in Osterland, a serf thinks he is a peasant, a peasant thinks he is a lord, and a lord thinks he is king.

Vien

The city of Vien is well known for its magnificent stone walls and architecture, as well as its hospitality. The feast-halls of Vien are famed across Europe, as are its other entertainments. Everything from the best of theatre and art to the tawdriest shows of lust and depravity can be found here, if you know where to look. Vien is known as a peaceful city – weapons larger than knives are banned within the city walls, although nobles are permitted to carry a sword.

Region	Basic Skill Bonuses	Advanced Skills
The Courts of Osterland	+10% Polearm +5% Resilience	Artillery
Vien	+10% Dagger +10% Influence	Craft (mason)

The Courts of Scandia

Scandia is a wild, rocky land, a realm of thick forests, of soaring mountains, and narrow bays and fjords. It is the coldest region in Europe, save Muscovia, with long lightless winters and regular snowfalls. The western coast of Scandia suffered from the same plague-winds as the rest of western Europe and the isles, so that region has been abandoned. In the south, along the coast, a traveller is on familiar ground – there are castles and villages and cities like those on the continent, but the further north you go, the more barbaric and uncivilised the people become. The fearsome reavers of Scandia owe a little loyalty to the Queen of the Kalmar Union, but nothing more.

The mountains of Scandia contain unsuspected veins of iron and other valuable minerals, which made it the first target in Granbretan's war of conquest. Ships crossed the Norwegian Sea and set up base camps in the wormwoods of the western coastline, before a fleet of ornithopters took off from these bases and landed in the palace and took the queen hostage. Scandia was conquered in a day, becoming a vassal state of Granbretan. While the queen is imprisoned in her palace, few nobles dare resist the Dark Empire, but the barbarian reavers have been raiding enemy camps. A bloody war has been waged for months in the lightless north, unnoticed by the rest of Europe.

The Kalmar Union

The 'civilised' part of Scandia, the Kalmar Union is centred on the southern and eastern parts of the Scandian peninsula. The capital city and seat of the queen is the city of Stockholm, built on an archipelago of islands in the bay. Under the rule of the Dark Empire, the bulk of the city's population has been herded into prison districts on the islands, and the bridges burned so the only access is by ornithopter. Only those who directly serve the Dark Empire are permitted to walk the rest of the city. Thousands have been enslaved and sent to the iron mines; thousands more have been enslaved.

Outside the region directly controlled by the Dark Empire, the lords of the Kalmar Union are a glum lot. Any disobedience is punished swiftly and harshly, and the two revolts against the Granbretanian occupation have both ended with heads on pikes. Many lords now

believe that collaboration is their only way to survive, and heroes do not live long in Kalmar any more.

Bothnia

The realm of Bothnia lies on the eastern shores of the gulf of the same name, across the sea from Scandia. Bothnia is a curious realm, ruled by a melancholy prince. It is said that his knights wear armour of sorcery-hardened ice and ride shaggy dire wolves, and that he can hurl moonbeams that are sharp as spears from the towers of his keep. Sometimes, black-hulled ships cross the gulf, so dark-cloaked sad-eyed traders can sell strange gems and carvings in the markets of Scandia. The Bothnians have proved willing to trade with the Dark Empire too, perhaps in an attempt to stave off invasion of their own cold realm.

Region	Basic Skill Bonuses	**Advanced Skills**
The Courts of Scandia	+10% Athletics +10% any Axe or Sword	Survival
Kalmar Union	+10% Influence +10% any Axe or Sword	Courtesy
Bothnia	+10% First Aid +10% Lore (animal)	Tracking



The Courts of the East

The east of Europe is wild and dangerous. More than half the territory claimed by the eastern kings is actually wilderness and wormwood, lawless and uncontrolled. In the mountains and woods of the east live barbarian tribes, mutants, lone sorcerers and other, stranger folk who owe neither tax nor fealty to the petty kings of the east. The lords of the East do not have the idle time to waste on jousts and courtly affairs that their cousins in the west do – all too often, armies in the east must fight for survival, not territory or prestige. Both Muscovia and Istanbul look upon the east with hungry eyes.

The east is also a place of wonders. There are still ancient towers and cities here, dating from the Tragic Millennium, and there are new wonders too. A traveller in the trackless forest might crest a hill to find himself looking down at a green valley of farms and peaceful villages, a little realm of perfect calm and civility in the depths of the wilderness, or find himself conversing with the spirit of a billion-strong anthill or a machine intelligence.

Slavia

Slavia is half-way between east and west. It is the most populous and civilised of the eastern kingdoms, with its courts and baronies and armies. Life in Slavia is little different to live in Germania or France, although the folk of Slavia tend to be cold-eyed and harsh-spoken. Slavery is legal here, to the disgust of many of Slavia's neighbours (though just as many profit by selling prisoners and criminals into bondage over the Slavian border).

Many domains in Slavia are ruled by elected masters, not hereditary lords. Only those who own a certain number of slaves and the land to support them are permitted to vote, so the nation is something of an oligarchy. The Kings of Slavia, though, are descended from the same line that has endured for many centuries. The current ruler is Albris, called the Huntsman for his love of riding in the forests.

Carpathia

The mountainous realm of Carpathia is home to an alarming number of strange creatures. The human folk of Carpathia are besieged in their very homes by these horrors – every village in Carpathia is an armed camp, every farmhouse a fortress. Nobles here are expected to provide for the defence of their subjects. Carpathia has strong ties to the Red Church, and its chapels are found

in every village. To the east of the country, the mountains give way to wide steppes, where fine horses run wild.

Carpathia is also rumoured to be home to many sorcerers and research cities, hidden in the mountains, but even the work of a whole school of crazed wizards could not produce all the monsters that trouble this land. Old tales tell of a time when the very walls of reality were torn down by overly ambitious scientists working in a labyrinth of lightning buried beneath these brooding hills, that creatures from the wild worlds of the Multiverse descended in shrieking hordes from rifts in the sky.

Romania

Millennia ago, the Romanian Empire conquered much of Europe. This was in the centuries before the Tragic Millennium; the war was fought with armies and weapons beyond the wet ad bloody dreams of Granbretan. Tanks of iron and flying darts of deadly accuracy and explosive power lashed out at the foes of Romania. History records that the wars began as a conflict for control of the Earth's dwindling reserves of petrochemicals and other energy sources, but they became wars of conquest and subjugation by the end. At its height, Romania ruled all the land from Espanyia's western shores to Istanbul, and even Scandia and Muscovy bowed to the empire. The Romanians built straight roads and rails, they spanned canyons and sea-gulfs with bridges and aqueducts, and they raised great cities, but all empires pass away when the fire of conquest dwindles in the hearts of the people, and now the Romanian empire has shrunk to almost nothing. The king of Romania is among the poorest and weakest of the kings of Europe, but he still calls himself an emperor, and Romanian princesses add great prestige to any court.

Magyaria

Magyaria, too, permits slavery, but here the practise is tempered by a law stating that only those who are impure can be enslaved. This means that the nation has an underclass of twisted dwarfs, chained giants, and unfortunates who happened to be born with a third eye or an excess of toes. Despite this oppressed class of serfs, Magyaria is a poor country, with little to recommend it. The land is ruled from its capital, Sofiya, by its brutish king Yagram the Great.

Magyaria claims the Bulgar Mountains to the south and east as its own, but those mountains are known to be the home of fearsome cannibal giants and other barbarian tribes. King Yagram sometimes tries to play these tribes against each other, hoping to weaken them to make his borders more secure, but the barbarians hate and distrust the Magyarian slavers. One day, it is feared, some charismatic half-man will unite the mountain tribes, and the mutants will come howling to the very walls of Sofyia.

Shekia

The small nation of Shekia is a growing influence in the east. Formerly a vassal of Slavia following the War of the Black Snow, it regained its independence less than ten years ago. Its queen, the beautiful Ildidriss of Bognaar, was a Granbretanian noblewoman before her marriage to the 'king with a bended knee', Wenklessas. She convinced him to defy some of the more outrageous commands received from the court at Slavia's capital city of S'avo; he followed her counsel, and was soon after slain by assassins. The queen took the throne and requested aid from her relatives and friends in Londra; Shekia was soon 'freed' from Slavian control by Granbretanian troops, although many see this as merely exchanging one yoke for an even heavier one. The nation is now a protectorate of Granbretan, although the occupying forces insist this is but a temporary solution, and that the Beast Orders will depart as soon as the Shekians can defend their own borders.

Waldenstein

Waldenstein is another small country, hugging the Germanian border. Its capital is the city of Mirenburg, an island of civilisation in a sea of barbarism. It is the primary trade city of the east, and boasts a formidable industrial base. Much of Mirenburg's wealth, ironically, is ploughed straight back into the artillery and army to defend the city from its customers. Mirenburg is a beautiful and ancient city, ruled by Prince Yaroslav. The city has an unusual number of strange visitors and travellers from afar, including many sorcerers drawn by the place's laboratories and… other curiosities.

The Prize of Europe

In the grand plan of conquest drawn up by Baron Meliadus and the other lords of Granbretan, Mirenburg is the single most important target – not because of any particular virtue of the city itself, but because of its location. The city is the most industrialised location in Eastern Europe. As the armies march further and further from the Silver Bridge, the supply lines of Granbretan will be stretched thinner and thinner. Meliadus' plans call for Mirenburg to

become the engine of the second phase of conquests, so as soon as the city is taken, it will be rebuilt in the image of a Granbretanian industrial city like New Castille or Maester, producing hosts of siege engines, flame cannons, ornithopters and other weapons of war.

Region	Basic Skill Bonuses	Advanced Skills
Slavia	+10% Stealth +5% Resilience	Tracking
Carpathia	+10% Lore (animal) +10% Riding	Healing
Romania	+10% any weapon +10% Perception	Tracking
Magyaria and the Bulgar Mountains	+10% Perception +10% any bow	Survival
Shekia	+5% Resilience +10% Driving	Craft (any)
Waldenstein	+10% Evaluate +10% any weapon	Engineering or Craft (any)

The Courts of the Near East

Beyond Tragic Europe, the world becomes very strange indeed. Few travellers have gone far beyond the borders of Ukrania or the eastern shores of the Middle Sea. There are plenty of tales and rumours, of cities that move, of lakes of living slime, of mountains carved with the faces of cruel kings, of ashen craters where nothing lives – but no one in Europe knows the truth of such things. In reality, the Near East suffered just as Europe suffered, and has rebuilt in the same way Europe has rebuilt. There are petty princes and noble kingdoms, war and famine, trade and festivals, life and death. The bazaars still echo to the cry of the muezzin, and the customs seem strange to outsiders from the west.

Ukrania

Ukrania is a sparsely populated and unfriendly land, a monster-haunted wilderness where a traveller can ride for days without seeing another soul (at least, another soul who does not want to eat him). The capital, such as it is, is called Khar'kov, a largely ruined city where a few thousand people dwell in the midst of an urban tomb that once held millions. The Prince of Ukrania has little influence outside his own small domain, and save for a lingering distrust of Muscovia, the country plays little part in the affairs of Europe.

The Throbbing Bridge

There are a few titanic artefacts of this sort, scattered around the east, built by some post-human race now vanished. The Bridge is a great span of energy crossing over an inlet of the Black Sea, woven from many colours of light. Despite its immaterial nature, it can support any weight. Those who cross it are vitalised by the experience, as the bridge washes away all fatigue. The Throbbing Bridge does shut down to recharge itself at infrequent intervals; the braided light-beams of the bridge shift towards the red in advance of a shut-down.

Istanbul

Istanbul claims to be the oldest of cities, a claim disputed by Londra, Roma, Athens and Parye, but its claim to be the greatest went unquestioned for many centuries. It is only in the last hundred years that the population and prestige of Londra has eclipsed that of its eastern rival, and even today there are no doubt more people living in the myriad alleyways and tenements of the city on the isthmus than there are in the fortress on the Tayme. Istanbul is the trading capital of the East, and attracts caravans from the very borderlands of Asiacommunista and the far coast of Afric. It is said that a man might see more wonders walking down a single street in Istanbul than he might in a year of travel in other land. There are streets where fiery gods live, streets guarded by metal golems, houses that exist beyond time and space, markets where sorcerous trinkets are traded for the souls of men.

Istanbul retains its influence by being scrupulously (or unscrupulously) neutral in all things. The Caliph (and no one knows who the Caliph is – is elected by the nobles, and his identity is never revealed) claims to be the friend of every king, prince and sheikh within a thousand leagues of his capital, but can never be relied on for aid. When Granbretan's dark fleets made it to the eastern seas, the Caliph allied himself with Granbretan by day, and by night conspired with the other nations to resist the invasion, never revealing his true intentions to either side. Istanbul has been called the city of lies by some travellers; its inhabitants praise it as the best and most honest of lands.

Turkia

Belligerent Turkia is a worry for many in Europe. The kingdom is one of the strongest and most stable in the east, thanks to its long association with Istanbul (the two were once part of the same nation, but the Caliphate broke off from the Turkian empire during the Tragic

Millennium). For centuries, Turkia's attention was occupied with wars against Afric tribes, but these wars are over now, and the Turk's eyes turn north and west again. Turkia is dominated by its military castes, but it also has many sorcerers and sages. It is said that the Turkish army uses sorcerously-altered troops and war machines of great power, and that its legions are a match even for the armies of Granbretan.

Turkia is ruled by a king, King Orson, a canny politician and experienced general. Rumour has it that the wars with Afric ended when the sultan was struck down by a curse laid on him by one of the southern beast-gods, but as the sultan rarely leaves his vast palace and vaster harem, the truth of this tale cannot be ascertained.

Despite its militancy, Turkia is more open and friendly that many of its neighbour countries, and its people are quick to socialise. Turkia is known for its many religions and cults, some of which like the Red Church are known in Europe, but other faiths are strangers to the western lands. It is whispered that some of these cults are fronts for sorcerous organisations or even spies from other lands. Between Turkia's military might and Istanbul's financial and political sway, the future of the East may be decided on the Bosferus river.

Persia

Distant Persia is largely a desert land, dotted with a handful of cities along the rivers. There are also said to be nomadic tribes who wander the arid wastes. Sorcerers are common in Persia, and even the smallest village will have a local weather-worker or crystalseer. Almost nothing is known of the rulers or culture of this land – unlike its neighbour Syria, Persia has no seaports on the Middle Sea, and travellers from Europe lay eyes on this exotic land but rarely.

Sometimes, rumours do make their way out of Persia. One of the greatest sorcerers of this age of the world dwells in the distant city of Hamadan – his name is Malagigi, and it was he who delivered Hawkmoon from the curse of the Black Jewel. The city of Hamadan is ruled by Queen Frawbra; her brother Nahak covets the throne, and later allies himself with the Dark Empire to steal it. There are several other cities in Persia, who war against each other regularly, often using sorcerous means like plagues and blasts of invisible force.

Syria

Syria has grown beyond its ancient borders, and now encompasses much of the eastern shore of the Middle Sea. This western region is green and fertile compared to the arid inland plateau and desert that makes up much of the rest of the kingdom. Syria is ruled from the city of Damascus, known for its catacombs and ruins, many of which are said to be haunted by demons.

Syria is a theocracy – the queen of Syria is believed to be the embodiment of a god, and her commands are absolute. Her people are fanatically devoted to her, and she has a wealth of sorcerous artefacts and ancient weapons to enforce her rule. Syria trades extensively with Europe, exchanging spices and goods from the east for weapons and technology, especially products from Granbretan's foundries.

The Levant

The small kingdom of the Levant is nestled along the coast to the south of Syria. The Levant was originally a European outpost, a kingdom carved out by invading forces from Italia and France, but it broke from its parents centuries ago. While the ruling caste of the Levant are mostly European by blood, the country is now a mix of western and eastern cultures. It is propped up by Italian traders to ensure that Syria does not monopolise trade along the Middle Sea. The very existence of the Levant offends some in the east, and the little kingdom is regularly besieged. Many thieves and mercenaries in Europe see the Levant as a place to flee to in times of trouble, where they are assured of finding employment in some war.

The Levant encompasses the former site of Je'salhem, a fabled city that vanished – some say, ascended into the heavens – before the Tragic Millennium.

Kyrus

The rocky island of Kyrus is ruled by King Ajcault, and has little of value save its position on the Middle Sea. It has a not inconsiderable navy, and has in the past tried to exact tithes from passing trade vessels, but punitive wars from Greece or Syria ended this practice. The island nation is being courted by Granbretanian ambassadors, who plan to use it as a stepping stone for attacks on Turkia, and by the fabled pirates of Barbary, who seek to extend their operations eastward.

Region	Basic Skill Bonuses	Advanced Skills
Ukrania	+10% Riding +10% any bow	Tracking
Istanbul	+10% Evaluate +10% Influence	Lore (any)
Turkia	+10% any weapon +10% Dodge	Lore (military tactics)
Persia	+10% Lore (world) +5% Resilience	Any Sorcery spell
Syria	+10% Evaluate +10% Lore (world)	Shiphandling
The Levant	+10% Perception +10% any weapon	Language (any)
Kyrus	+10% Boating +10% Evaluate	Dance

The Dark Empire

'In the west lay the island empire of Granbretan, the only nation with any real political stability, with her half-insane science and her ambitions of conquest. Having built the tall, curved bridge of silver that spanned thirty miles of sea, the empire was bent on increasing her territories by means of her black wisdom and her war machines like the brazen ornithopters that had a range of more than a hundred miles.'
– The Jewel in the Skull

And then, there is Granbretan.

Granbretan the Dark.
Granbretan the Fearsome, Granbretan the Terrible.
Granbretan the Torturer, Granbretan the Destroyer, Granbretan the Ravager.
Granbretan that hides its face in iron masks, Granbretan that buries its heart in a mass grave, Granbretan that rejects all except its own desires.

Granbretan the monster. Granbretan, the Sceptered Isle. Granbretan, the end of all joy, all life, all meaning, all hope.

For all the horrors that Granbretan has visited on the world, it has suffered too. The western isles were in the path of the worst plague winds to strike Europe. Millions died, and millions more were horribly changed and corrupted. Even today, many centuries after the end of the Tragic Millennium, over half of Granbretan is still uninhabitable by humans.

The civilisation that once ruled Granbretan collapsed. For centuries, the land was in anarchy. Warring bands of survivors fought for the dwindling supplies looted from the ruined cities. Granbretan was quarantined, and it was believed by the rest of Europe that the western isles would never be inhabited by humans again. In Londra, however, a nation was rising once again, like a revenant from a grave. The leader of this new empire was the immortal King-Emperor Huon, who has ruled Granbretan since that day.

The position of the King-Emperor before and during the Tragic Millennium is a matter of debate. In the official histories, Huon has ruled Granbretan for over two thousand years, and time in the realm is marked from the Sealing of the Throne Globe. Any contradiction of the official history is punishable by eating your own words, once they have been engraved onto red-hot shards of jagged glass. Fugitive scholars on the continent claim that Huon was an experiment in life extension or even a circus freak that somehow clawed his way to the head of one of the hundreds of scavenger bands of Londra.

The War of Abasement united all the inhabitable sections of the island under King-Emperor Huon's rule. The long centuries of poison and scavenging had forged the people of Granbretan into a hard, brutal race. Their philosophy, too, stems from this time – there is nothing that matters in this universe save survival and pleasure.

The Madness of Granbretan

'For this was the great power of the Lords of the Dark Empire, that they valued nothing on all the Earth, no human quality, nothing within or without themselves. The spreading of conquest and desolation, of terror and torment, was their staple entertainment, a means of employing their hours until their spans of life were ended. For them, warfare was merely the most satisfying way of easing their ennui.'
– The Sword of the Dawn

The utter nihilism and hatred of Granbretan fuels their conquests. The soldiers of Granbretan are capable of incredible feats of courage and daring because they care not one whit for their own lives in the grand scheme of things. They want to survive, but they hate life even more.

In game terms, all Granbretanians have the Madness of Granbretan Legendary ability (see page 103).

Granbretan can be divided roughly into six sections. In the south, there is Greater Londra and the Home Counties. North of that, there is the Empire's industrial heartland, the Grim North. Beyond the Grim North is the subject land of Shkarlan. To the west is Yel and the Poisoned West, which was tainted during the Tragic Millennium and has been largely abandoned by Granbretan, save as a training ground or place of punishment – criminals are stripped naked, then sent into places where ancient poisons still linger. The lucky ones find a cliff to throw themselves off before their eyes begin to melt.

Londra

'*In Londra there were few open streets. Houses, palaces, warehouses and barracks were all connected by enclosed passages which, in the richer sections of the city, were of bright colours as if the walls were made of enamelled glass or, in the poorer sections, of oily, dark stone.*'
– *The Sword of the Dawn*

Londra – that vast hive of industry, that machine-city, that stinking metropolis of infinite oppression and degradation – is the largest and most populous city in the world, with millions crammed into its narrow passageways and vaulted fortresses. The city's towers soar hundreds of stories into the sky, and there are extensive underground catacombs and tubes.

The skyline of Londra is dominated by the ghastly palace of the King-Emperor Huon, a building so bedecked with gargoyles and statues commemorating victories and past conquests that it has been known to drive men mad just to look upon it. Other notable buildings are the various Temples of the Beast Orders, the Palace of Time, and the laboratories of Vitall.

While Londra is the home of the King-Emperor Huon, the city is administered by Mygel Holst, the Archduke of Londra. Greater Londra is ringed by dozens of lesser baronies, the estates of Grand Constables like Meliadus of Kroiden or Adaz Promp of Hearow.

The Home Counties

The green and pleasant land of the Home Counties is a patchwork of small domains ruled by monsters. The counties once provided much of the food for Granbretan, but the farms are now mostly ash and mutant weeds beneath the constant poison clouds of Londra's industries. A pestilent pall hangs over the whole south, so the population crowd into the cities of the Home Counties, mimicking Londra as best they can.

Deau-vere is the headquarters for Granbretan's aerial forces, and a huge artificial platform has been erected in the very heart of the city for the flying ornithopters to land upon. The Silver Bridge extends from the chalky cliffs of Deau-vere out across the grey seas to Europe, so the streets of this city are always thronged with marching troops heading east and caravans of tribute and slaves heading west.

The barony of Osfoud contains the great universities of Granbretan. Scholars from all over Europe are imprisoned in these ivory towers and interrogated by torturers and mentality machines until they reveal all their secrets. While Granbretan does produce its own inventive geniuses, they are expected to join the Order of the Serpent or one of the other science-sorcery schools in Londra. Those who refuse are imprisoned with their continental peers in the ivory towers and work until they die.

Kanbery is one of the wealthiest counties, and has traditionally been tied to the royal family. The Countess of Kanbery, Flana, is the only living relative of the King-Emperor. Following Huon's death during the Battle of Londra, Flana becomes queen and moves the capital to this domain, but at present Kanbery is ruled by a steward while Flana enjoys the obscene delights of Londra.

The Gods of Granbretan

Granbretan has its own pantheon of gods, who are not formally worshipped, but are honoured and invoked in times of battle. The chief god is the Roaring God, Aral Vilsn, who is attended by Skvese and Blansacredid, the Gods of Doom and Chaos. Other deities include Chirshil, who contended with the German demon Adulf, and the Fearsome Four Jhone, Jhorg, Phowl and Runga.

The Grim North

The North is an industrial wasteland of slag-heaps and smoke-belching factories. Here, the masks of the Beast Orders are not an affectation, they are a necessity to protect against the foul vapours and smog. The largest cities of the Grim North are Maester and Skowse, both of which provide huge numbers of troops and weapons for the armies of Granbretan.

Shkarlan

The cold grey region called Shkarlan is more than half wormwood, as its whole western side was caught in the poison winds that also doomed Yel. The south-eastern section is similar to the Grim North, but jealously asserts its independence. Shkarlan is ruled by a Prince from his seat in the high city of Edenbough.

Orkneys

The Orkney Islands lie off the north coast of Scotland, and are the home of axe-wielding barbarian tribes who still hold out against Granbretan. The Dark Empire has not bothered to conquer these little rocky outcroppings in the midst of the ocean, and contents itself with occasionally dropping disease-bombs from passing ornithopters or using the islands as target practice for shelling.

One Orkneyman, Orland Fank, is a servant of the Runestaff, and he implied that the people of his homeland may know more about that cryptic artefact than most.

Region	Basic Skill Bonuses	Advanced Skills
Londra	+10% Dagger +10% Perception	Streetwise or Courtesy
The Home Counties	+10% Riding +10% 1H Sword	Lore (any)
The Grim North	+5% Resilience +10% Polearm	Craft (any)
Shkarlan	+10% Evaluate +5% Resilience	Survival
Yel & The Poisoned West	+10% Stealth +10% Bow	Survival
The Orkneys	+10% Axe +10% Boating	Play Instrument

Yel & The Poisoned West

The wilderness of Yel has been abandoned to the monsters and mutants who now live there. It is rumoured to contain a number of research cities and caches of ancient sorcery, but why bother grubbing in the monster-haunted hills when there is a world to conquer to the east?

More detail on all these regions is provided in the *Granbretan* sourcebook.

Alternate Worlds & The Multiverse

Hawkmoon's world is but one of an infinity of other worlds and timelines. In *Count Brass*, Hawkmoon and his resurrected companions are brought by Baron Kalan to an alternate world in which the Dark Empire has been rebuilt, populated by other dead villains plucked from the instant of their death. In *The Champion of Garathorm*, Hawkmoon is taken through a portal to the world of Garathorm, and *The Runestaff* is all about cosmological clashes. Weird conjunctions, portals, mighty sorceries and bizarre experiments can send character careening through time and space to other worlds. Characters from a *Hawkmoon* campaign can thus be transferred to one of the other Eternal Champion settings, or to other worlds of the Games Master's creation.

There are also alternate timelines containing worlds that are very similar, but slightly different to the one described in the *Hawkmoon* novels. This is a blessing for Games Masters, who can run games following the events of the books without having to worry about 'canon'. You could even run a game where the players are Hawkmoon, Count Brass, Oladahn and so forth – the point at which the players make a different decision to the characters in the novel is the point at which that timeline diverges from that of the novels. In the Elric novel *The White Wolf's Son*, the albino visits an alternate version of the *Hawkmoon* setting where Duke Dorian refused to take the Red Amulet in the Castle of the Mad God. As a result of that, the Kamarg was destroyed and Hawkmoon was a fugitive in the Bulgar Mountains. The Dark Empire, meanwhile, had overextended itself, and a revolt from the industrial city of Mirenburg threatened to destroy Granbretan's power in Europe, even as Huon and his allies plotted to seize control of the whole Multiverse using an arcane ritual.

SKILLS

'When I fought the Dark Empire, I soon realised that there was no way to overcome it by direct confrontation, but if one sought weaknesses in the leaders, and made use of those weaknesses, then they could be defeated. That is what I learned in the service of the Runestaff.'
– The Champion of Garathorm

Skill Tests

A character's skills measure how proficient he is at a particular task. Under most circumstances, there is no need to make a skill check – a character with only a few percent in Riding can ride a horse from one village to another without problems, and there is no need to make a Language check when reading an ordinary book or talking to a friend. Tests should only be made in especially important or dangerous situations, when the character is pressed for time, when the task is difficult or dramatic, or when the margin of success is important.

Roll D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed.

Difficulty & Haste

Any modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, 'stacking' to make one final bonus or penalty.

Difficulty & Haste Modifiers

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Normal	Normal time	+0%
Difficult	—	–20%
Hard	Half normal time	–40%
Very Hard	—	–60%
Nearly Impossible	Almost instantly	–80%

Critical Successes

If the dice roll in a test is equal to or less than 10% of the modified skill, then a critical success has been achieved.

The actual result of a critical success during a test is largely up to the Games Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to their brilliance.

Fumbles

Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the roll.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result, that actually makes further actions more difficult.
- The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

Automatic Success & Failure

- Any test result of 01 to 05 is an automatic success.
- Any test result of 96 to 00 is an automatic failure (and, in the case of 00, a fumble).

Opposed Tests

Opposed tests are made by both characters attempting the relevant skill test. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

One Character Succeeds
If one character succeeds their test and the other fails, the successful character has won the opposed test.

Both Characters Succeed
Whoever rolled the highest in their skill test wins the opposed test.

Both Characters Fail
Re-roll until one or both character succeeds.

Very High Skills
Very High Skills and Automatic Failure
For normal skill tests, this means that the character simply has only a very small chance of failing in their specialised skill (the usual 96 to 00 chance of failure, with 00 being a fumble). However, once a character's skill score reaches 200% in a particular skill, they only suffer a failure on 97 to 00 when rolling tests with that skill, with 00 still being a fumble. Once a character reaches 300%, the failure chance reduces to 98 to 00. At 400%, the chance is reduced to 99 to 00. Finally, at 500%, the character will only fail on a roll of 00 and this is not considered a fumble.

Very High Skills and Opposed Tests
To make an opposed test when one or more of the opponents has a skill exceeding 100%, follow this process:

1. Apply all relevant test modifiers to both skills.
2. Halve both skills.
3. If one skill still exceeds 100%, halve both skills again. Repeat until both skills are below 100%
4. Resolve the test normally.

Every time that both scores are halved in this process, the chance of an automatic success (by rolling 01 to 05) is reduced by one.

Group Tests
With a group test, the Games Master may make a single percentile roll to determine the success of a group of individuals all performing the same task.

Team Tests
In a team test, success is cooperative; everyone reaps the benefit from a single success. If the roll is a failure, everybody fails.

Sorting Tests
In a sorting test, success is individual.

Large Groups & Percentile Success
From time to time, the Games Master may need to determine the success of a large group of people performing the same task, in a situation in which there is no room for error. In this case, he may simply take the skill or Characteristic being employed and use that as the percentage of success.

Assistance
Characters will often have the opportunity to help one another during various tests. Every assisting character adds his critical score (10% of his skill) to the primary character's skill.

Basic Skill Descriptions
Acrobatics (DEX)
This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

Athletics (STR+DEX)
This broad skill covers a range of athletic activities useful to adventuring characters, including climbing, jumping and swimming.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force is basically involves pushing, lifting or dragging. Rather than the normal Characteristics, brute force Athletics tests rely on STR+SIZ rather than STR+DEX.

Climbing: Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement as a Combat Action. A character can double the rate of his climb or descent by taking a –20% penalty on his Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice his own height horizontally or up to half his own height vertically, if he has at least five metres to run first. If he is making a standing jump, these distances are halved.

Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative –20% penalty is bestowed for every extra metre the character is trying to jump.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents, for example.

Boating (STR)

This covers small waterborne craft propelled manually by oars or sometimes paddles. Travelling across calm water does not usually require a test but adverse conditions such as currents and weather can bestow penalties.

Dodge (10+DEX-SIZ)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when using either the dodge or dive Reactions is combat.

Driving (10+POW)

If a character is driving a wagon, chariot or similar vehicle at not more than a walking pace across flat terrain, a Driving test will never be required. Tests become required when a character wants to do something out of the ordinary with a vehicle – traverse treacherous terrain, jump obstacles and so on.

Evaluate (INT)

The Evaluate skill enables the character to determine the value placed on something by others, effectively guessing its market value. Particularly common or obscure objects might give a bonus or penalty to the test but success will allow a character to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value)..

First Aid (INT)

First Aid is always applied to a specific location. A character may apply First Aid to himself, though there is a –10% penalty.

First Aid Actions

Injury or Ailment	Treatment
Impalement	A successful First Aid test removes the impaling item without causing more damage to the victim.
Unconsciousness	A successful First Aid test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the First Aid test.
Injured location	A successful First Aid test on an injured location (but not one below 0 hit points) will heal 1D3 hit points to that location.
Serious Injury	A successful First Aid test on a location suffering from a Serious Injury will restore the location's hit points to 0. A limb is no longer considered useless and an Abdomen, Chest or Head location will no longer require tests to stay conscious.
Major Injured	A successful First Aid test on a location suffering from a Major Injury will not restore the location's hit points. This First Aid merely stabilises the patient enough so that they will not die of blood loss.

It normally takes at least 1D4+1 Combat Actions to administer First Aid. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs.

A location that has had any variation of First Aid administered to it may not benefit from First Aid again until it has fully healed (is restored to maximum hit points once more). The use of First Aid requires suitable medical equipment such as bandages or salves.

Influence (10+CHA)

Influence tests are normally opposed by the Perception, Persistence or another's Influence skill and are modified by how much a character is trying to change an opponent's mind.

Lore (INT)

The Lore skill is actually several different skills, each of which must be improved separately. The skills of Lore (Animal), Lore (Plant) and Lore (World) are all Basic skills. All other Lore skills are Advanced skills.

Each Lore skill defines an area of knowledge for the character and tests are made whenever a player wants to see if his character knows something about the subject at hand.

Lore (Animal)
This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a Lore – Animal skill of at least 50% may try to domesticate a wild animal, making a test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, he may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a test at the end of each week to succeed.

Lore (Plant)
A character well versed in Lore (Plant) can identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess.

Lore (World)
This Lore skill is used to define the character's knowledge of the world he lives in. This includes history, politics, weather cycles, geography, superstitions and information on public organisations.

Perception (INT+POW)
The Perception skill is used to represent the senses of the character when detecting objects or other characters.

Persistence (30+CHA+POW)
Persistence is used whenever a character has his mental willpower called into question.

Resilience (30+CON+POW)
The higher a character's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease.

Riding (DEX+POW)
If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Riding test will never be required. Tests become required when a character wants to do something out of the ordinary with a mount – traverse treacherous terrain, jump obstacles, ride bareback and so on.

Sing (CHA)
A successful test with this skill will result in the audience being pleased by the character's performance.

Sleight (DEX)
This skill is used to hide or take objects, without drawing undue attention. It is usually opposed by a Perception test if trying to avoid getting caught.

Stealth (10+DEX-SIZ)
The Stealth skill is used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one or performs a combination of both. Stealth tests are opposed by the Perception skill and are modified according to the situation.

Throwing (DEX)
The Throwing skill is usually used to judge the accuracy of the character when throwing improvised objects, from small stones to bar stools. Weapons that are thrown

Basic Skills

Skill	Base Characteristic(s)
Acrobatics	DEX
Athletics	STR+DEX
Boating	STR
Dodge	10+DEX–SIZ
Driving	10+POW
Evaluate	INT
First Aid	INT
Influence	10+CHA
Lore (Animal)	INT
Lore (Plant)	INT
Lore (World)	INT
Perception	INT+POW
Persistence	30+CHA+POW
Resilience	30+CON+POW
Riding	DEX+POW
Sing	CHA
Sleight	DEX
Stealth	10+DEX–SIZ
Throwing	DEX
Unarmed	STR

can either use their own specific skill, such as Spear for javelins, or the Throwing skill, at the character's preference.

A thrown object will have a maximum range of one metre for every point the character's STR exceeds its SIZ. The Throwing test measures the character's accuracy during the throw and the Games Master may choose to treat this as a ranged combat attack.

Unarmed (STR)

The Unarmed skill covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Punches, kicks, head-butts and all other Unarmed attacks do 1D3 points of damage. Unarmed parries may only parry other Unarmed attacks and have an AP of 2.

Advanced Skill Descriptions

Artillery (INT)

This skill is used to aim and fire cannons, catapults, arbalests, mortars and other siege engines and artillery pieces. It does not cover anything more than basic maintenance of such devices, so a character might know how to operate an acid sphere cannon or sonic beam, but would have no idea how the machine's innards actually function. If a character fails an Artillery skill check, then his attack misses and the blast or projectile from the siege weapon will land in the wrong place. Depending on the margin of failure, this can range from a near miss (a stone flung from a catapult hits a castle wall instead of a tower) to complete disaster (the stone flung from a catapult hits allied troops).

Artistic Expression (POW+CHA)

This skill allows a character to create works of art. Like the Lore and Craft skills, it is actually a large number of skills grouped together under one heading.

Courtesy (INT+CHA)

With this skill, the character knows how to navigate the murky and treacherous waters of life amongst the nobility. He understands the subtleties and extravagances of courtly behaviour, and can use them to his own advantage.

Craft (INT)

The Craft skill is actually several separate skills grouped under a single heading. Craft (Armourer), Craft (Carpenter) and Craft (Potter) are all individual skills. The following list is by no means exhaustive:

Armourer, baker, basketweaver, blacksmith, bowyer, brewer, butcher, candlemaker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, leatherworker, mason, painter, potter, sculptor, smith, tailor, weaponsmith, weaver.

Using Craft Skills

Most Craft skills requires raw material as well as a facility in which to Craft them. Generally speaking, an object's raw materials cost 25% of the item's purchase price.

Time

Craft time on any item can be determined by looking at the item's base cost. An individual's proficiency with the appropriate Craft skill has only minimal bearing on the length of time needed to make an item.

The time required by a skilled craftsman to create a perfectly ordinary, unremarkable item is equal to the item's cost divided by five, in hours. So long as the craftsman has a Craft skill of 50% or greater, he can create the item in question in this time without needing to make a Craft skill test. He is assumed to be good enough at his job to create an ordinary item with some assurance of success. If the craftsman has a skill below 50%, he must make a skill test even when creating a mundane item.

If a craftsman is in a hurry, he may attempt to speed the process along. In this case, the time required to create a perfectly ordinary, unremarkable item is equal to the item's cost divided by ten in hours. To speed up production like this, the craftsman must succeed in a Difficult (–20%) skill test to create the item.

Item Quality

Any item of exceptional quality must usually be specially ordered and finding a craftsman capable of producing a truly Exceptional items come in five separate levels of quality, ranging from those that are merely above average (greater) to those which can only be created by the very finest craftsmen the world has ever known (heroic). Obviously, the higher the quality of the item, the greater the benefit it bestows upon its user.

Greater
A craftsman attempting to create a greater item uses the crafting rules. However, he must halve his Craft skill (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by one (to 01 to 04).

Exquisite
A craftsman attempting to create an exquisite item uses the crafting rules. However, he must halve his Craft skill *twice* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by two (to 01 to 03).

Marvellous
In order to craft a marvellous item, a craftsman must be a master of his art. The craftsman attempting to create a marvellous item uses the crafting rules. However, he must halve his Craft skill *three times* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by three (to 01 to 02).

Surpassing
A craftsman attempting to create a surpassing item uses the crafting rules. He must halve his Craft skill *four times* (after all other modifiers are applied) when making the skill test. His chance of an automatic success is also reduced by four (only a roll of 01 results in an automatic success).

Heroic
A craftsman attempting to create a heroic item uses the crafting rules. However, he must halve his Craft skill *five times* (after all other modifiers are applied) when making the skill test. He has no chance of an automatic success.

Time to Create: This column lists the amount of time required to craft an item of the corresponding level of quality. Note that the attempt will take this long, regardless of the success of the final Craft test. Creating exceptional items is a long, painstaking process. The base time to create is considered to be the base item's cost divided by five in hours. Thus, a war sword, which requires 35 hours to create without making it exceptional, would require 70 hours to craft a greater version, 175 hours to craft an exquisite version, 350 hours to craft a marvellous version, 875 hours to craft a surpassing version and 1,750 hours to craft a Heroic version. Unlike the creation of 'normal' quality items, the craftsman cannot speed up this process.

Item Quality

Quality Level	Time to Create
Normal	x1
Greater	x2
Exquisite	x5
Marvellous	x10
Surpassing	x25
Heroic	x50

Dance (DEX)
A successful test with this skill will result in the audience or partner being pleased by the character's performance.

Disguise (CHA)
This skill is used to change a character's appearance and adopt a different outward persona. It is usually opposed by a Perception test if trying to avoid being identified.

Engineering (INT)
This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshafts, sailing ships and so forth.

Healing (INT+POW)
Use of this skill will always require a healer's kit. Each use of the Healing skill generally takes 1d4+1 minutes to perform

Curing Diseases: A successful Healing test allows a patient under the effect of a disease to add a bonus to his next opposed Resilience versus Potency test to resist the disease equal to the healer's Healing divided by 10 (the critical success range).

Curing Poisons: A successful Healing test allows a patient under the effect of a poison to attempt a second opposed Resilience versus Potency test, with the patient gaining a bonus to his Resilience test equal to the healer's Healing divided by 10 (the critical success range).

Surgery: Surgery is the only way, other than magical healing, that a character may recover from a Major Wound. Once a successful First Aid test has been made

to quench the bleeding of a Major Wound, a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the location so that it is on the road to recovery. As long as the Healing test is a success, the stricken location gains one hit point and will begin to heal as normal for a location at its hit point level.

Language (INT)

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, though they will likely bear an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

Lore (INT)

This skill is used in the same way as the basic Lore skill. The Advanced range of possibilities for this skill is limited only by a player's imagination but a list of potential areas of Lore study are listed here:

Alchemy, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, mineral, philosophy, poisons, regional, theology.

Martial Arts (DEX)

The Martial Arts skill is used in place of the Unarmed skill.

Martial Arts attacks deal 2D3 damage, rather than 1D3 for conventional Unarmed attacks. A character with Martial Arts also counts as possessing natural weaponry. Martial Arts parries may only parry natural weapons or Unarmed attacks and have an AP of 3.

Mechanisms (DEX+INT)

Picking a lock or disassembling a trap usually takes at least one minute (12 Combat Rounds) to perform, while larger devices will take longer.

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character who created it.

Oratory (POW+CHA)

This skill is used when addressing large groups of people, such as a priest addressing the faithful or a general exhorting his troops to victory on the eve of a battle. In effect, it is much like Influence, save that it relies more upon emotional appeal than intellectual stimulation and is used for larger groups of people.

Pilot Ornithopter (DEX)

You know how to pilot the finicky and dangerous flying machines of the Dark Empire. Ornithopters are machines that fly like birds, using powerful onboard motors to power flapping wings. Some ornithopters resemble birds; others look like insects or monsters or like nothing that ever lived, but all require a firm and well-trained hand at the controls. See Vehicle Combat, page 89.

Play Instrument (CHA)

The Play Instrument skill is actually several separate skills grouped under a single heading. Play Instrument (Dulcimer), Play Instrument (Flute) and Play Instrument (Organ Grinder) are all individual skills. A successful test with this skill will result in the audience being pleased by the character's performance.

Signalling (INT)

This skill covers the transmission of messages by various means, such as heliograph (coded flashes of light from a mirror), smoke signals, Morse code, telegraph and so forth. More advanced methods of telecommunication, such as radio signals, do not require this skill.

Shiphandling (INT)

This skill is used in the same way as Boating but is instead applied to waterborne craft that are driven by sail or rows of oars.

Streetwise (POW+CHA)

Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours.

Survival (INT+POW)

One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever he is lacking – failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

Tracking (INT)

With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again once every ten minutes they are being followed.

Advanced Skills

Skill	Base Characteristic(s)
Artillery	DEX
Artistic Expression	POW+CHA
Courtesy	INT+CHA
Craft	INT
Dance	DEX
Disguise	CHA
Engineering	INT
Healing	INT+POW
Language	INT
Lore	INT
Martial Arts	DEX
Mechanisms	DEX+INT
Oratory	POW+CHA
Pilot Ornithopter	DEX
Play Instrument	CHA
Shiphandling	INT
Signalling	INT
Streetwise	POW+CHA
Survival	INT+POW
Tracking	INT

Weapon Skills

All close combat weapon skills are based on DEX+STR (with the exceptions of Unarmed and Martial Arts).

Close Combat Weapons

Skill	Base Characteristic(s)	Weapons Covered
1H Axe	DEX+STR	Battleaxe, hatchet
1H Flail	DEX+STR	Ball & chain, grain flail
1H Hammer	DEX+STR	Warhammer, club, heavy mace, light mace
1H Sword	DEX+STR	Bastard sword, war sword, shortsword, scimitar
2H Axe	DEX+STR	Battleaxe, great axe, halberd
2H Flail	DEX+STR	Military flail
2H Hammer	DEX+STR	Great hammer, heavy mace, war maul
2H Sword	DEX+STR	Bastard sword, great sword
Dagger	DEX+STR	Dagger, knife
Martial Arts	DEX	Fist, foot
Polearm	DEX+STR	Bill, glaive, halberd
Rapier	DEX+STR	Rapier
Shield	DEX+STR	Buckler, kite shield, target shield
Spear	DEX+STR	Javelin, lance, longspear, shortspear
Staff	DEX+STR	Quarterstaff
Unarmed	STR	Fist, foot

Ranged Weapons

Skill	Base Characteristic(s)	Weapons Covered
Blowgun	DEX	Blowgun
Bow	DEX	Longbow, nomad bow, shortbow
Crossbow	DEX	Heavy crossbow, light crossbow
Sling	DEX	Sling, staff sling
Flame-Lance	DEX	Hand Flamer, Flame-Lance, Mounted Flame-Lance

Equipment

Baron Meliadus arrived, *bearing with him a suit of black leather, complete with boots and gauntlets, a heavy black cloak with a cowl, a silver-hilted broadsword in a black leather scabbard, simply decorated with silver, and a black helmet-mask wrought in the likeness of a snarling wolf.*
– The Jewel in the Skull

Europe has fallen to a level of technology roughly equal to the 17th century – the primary weapon is the sword, the commonest mode of transport is the horse. Wonders dating back to before the Tragic Millennium can be found in places, like grains of gold in river silt, but science has become a dark and half-forgotten art. Few can distinguish between machinery and magic any more, and science is deemed sorcery by most folk, so these ancient wonders cannot be replicated or maintained. In some technological fields, such as mentalics and the breeding of creatures for specific purposes, hardly any knowledge has been lost. In others, advanced technology is welded to more manageable techniques – the ornithopters of Granbretan, for example, are mostly clockwork and brass, but are powered by light and potent chemical-steam engines.

Most folk never see any advanced technology – the lot of a peasant farmer or wheelwright in Tragic Europe is virtually identical to the life left by his late-medieval ancestor, although that ancestor never had to worry about poison on the winds or attacks by mutant animals.

Currency

The most commonly used coin in Europe is the copper penny, which is minted locally in many places. It is the coin peasants buy their goods in, the coin a guard or a craftsman would be paid in. Larger amounts are counted in a silver piece, called the euo by ancient tradition, although many nations have their own local silver pieces, like the franc or ducat. Unlike copper pieces, the purity and value of silver is guarded by the nobility; there are only a few silver mints in Europe. Most silver coins have roughly the same value, regardless of their land of origin, although there are always accusations that Italian or French coins have been debased compared to German ones and so on.

The largest coin in common use is the Granbretanian gold coin, the pundstarleen. The Granbretanian economy is easily the largest in Europe, and its currency is greatly sought after by traders.

10 copper pennies = 1 silver euo
20 silver euo = 1 gold pundstarleen

Wealth & Status

In his tall tower of obsidian, overlooking the blood red river Tayme where barges of bronze and ebony carried cargo from the coast, Baron Meliadus paced his cluttered study with its tapestries of time-faded browns, lacks and blues, its orreries of precious metal and gemstones, its globes and astrolabes of beaten iron and brass and silver, its furniture of dark polished wood, and its carpets of deep pile the colour of leaves in autumn…[he] put down the parchment and pulled at a bellrope. A girl-slave entered, her naked body rouged all over, and fell to her knees to receive his instructions.
– The Jewel in the Skull

The Wealth & Status table lists the different lifestyles and the cost of maintaining them, from menial through to the King-Emperor himself. It can be assumed that those on the lower scale of social status will spend practically everything they earn simply on living expenses whereas the wealthiest will have an income two or even three times higher than their living expenses require. For example, one master crafter may sustain himself on 8,000 silvers per year, while another might get by on 5,500 silvers. The standards of living described here do not necessarily represent actual money. A farmer may get by on 1,440 silvers per year, but never lay his hands on a single coin. He lives his life by the barter system and the monetary cost associated with his standard of living reflects the value of what he trades throughout the course of the year.

Players can use the Wealth & Status table as a guide to how they want their characters to live. They may be tempted to pay just a single silver every day in order to save enough money to buy a new suit of armour but they will literally be treated as being little better than beggars while they do so.

Wealth & Status

Status	Examples	Housing	Daily Cost	Annual Cost	Ransom
Subsistence	Menials, slaves, conscripts	None, or a tiny hut	1SP	360 SP	—
Common	Landed peasants, minor craftsmen	Simple, one room dwelling	4 SP	1,440 SP	—
Medium	Master crafters, merchants, knights	Hall or greathouse	16 SP	6,000 SP	1,200 SP
Respected	Barons, Earls	Minor Castle	64 SP	24,000 SP	2,400 SP
Upper	Counts, Dukes	Major Castle	250 SP	90,000 SP	64,000 SP
Ruling	Great Dukes	Palace	1,000 SP	365,000 SP	250,000 SP
Royal	Kings	Palaces	4,000 SP	1,440,000 SP	1,000,000 SP

Close Combat Weapons

'In Berlin, there are different stakes for different forms of duelling. We fight for a first body-cut, for a first cut to the left cheek, for a first cut on the right cheek and so on, up to duelling to the death. I would not like to spoil your beauty, little Katinka.'

'Then let us fight to the death, Your Grace!'
– The Champion of Garathorm

Europe is a dangerous, war-torn land, so it is wise to carry a dagger at the very least – and most travellers, adventurers or mercenaries prefer to carry something a little more imposing and lethal than a mere belt-knife. The weapons described below can be purchased in any large town or army camp. Smaller towns will rarely have anything more than a few rusted swords or simple weapons like hammers for sale. There is a roaring trade in battlefield salvage, which is the only way most soldiers can get hold of heavy armour or flame weapons.

Each close combat weapon is characterised by the following qualities:

Skill: The skill used to wield the weapon. If multiple skills are listed, any of the listed skills may be used. However, some of the weapon's characteristics may change, dependant on its style of use.

Damage Dice: The damage the weapon deals on a successful attack.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a –5% penalty is applied to a character's skill when attacking and parrying with this weapon.

ENC: The weight and bulk of the weapon. See page 95 for more details on Encumbrance and its effects on characters.

AP/HP: The armour points and hit points possessed by the weapon. When hit points reach 0, the weapon is broken and useless.

Cost: The average cost in silver pieces to purchase this weapon.

Ball & Chain: A heavy metal ball attached to a short length of chain. Notoriously difficult to parry, this weapon imposes a –10% penalty on an opponent's parry roll. However, the wielder also suffers a –10% penalty to parry with this weapon.

Bastard Sword: A versatile sword with an elongated grip, allowing it to be used with either one hand or two. It is often called a 'longsword', to distinguish it from the shorter war sword.

Battleaxe: A single-bladed weapon with a sturdy haft, the battleaxe may be used with one or two hands, depending on the wielder's preference.

Bill: A polearm with a hooked blade, descended from (and often recycled from) a common agricultural implement. A mounted defender does not get the standard +20% parry bonus against a bill.

Buckler: A small, round shield designed to be worn on the forearm. Shields suffer a –10% penalty when used to attack.

Club: Perhaps the simplest of all weapons and almost certainly the oldest. The club is simply a long, stout piece of wood used to bludgeon others.

Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Ball & chain	1H Flail	1D6+1	9/11	2	4/8	250 SP
Bastard sword	1H Sword	1D8	13/9	2	4/12	250 SP
	2H Sword	1D8+1	9/9			
Battleaxe	1H Axe	1D6+1	11/9	1	3/8	100 SP
	2H Axe	1D6+2	9/9			
Bill	Polearm[2]	1D6+1	7/9	2	2/8	50 SP
Buckler	Shield	1D4	—/5	1	5/8	50 SP
Club	1H Hammer	1D6	7/	1	2/4	5 SP
Dagger	Dagger[4]	1D4+1	—/—	—	4/6	30 SP
Glaive	Polearm[2]	1D8+1	7/9	3	2/10	100 SP
Great axe	2H Axe	2D6+2	13/9	2	3/10	125 SP
Great hammer	2H Hammer	1D10+3	11/9	3	3/10	250 SP
Great sword	2H Sword	2D8	13/11	4	4/12	300 SP
Halberd	2H Axe	1D8+2	13/7	4	3/10	250 SP
	Polearm[2]	1D8+1	9/9			
	Spear[1, 2]	1D8	7/7			
Hatchet	1H Axe[4]	1D6	—/9	1	3/6	25 SP
Heavy mace	1H Hammer	1D8	11/7	3	3/10	200 SP
	2H Hammer	1D8+1	9/7			
Improvised	Unarmed	1D6–1	—/—	—	—/—	—
Kite shield	Shield[3]	1D6	13/—	3	10/18	300 SP
Knife	Dagger	1D3	—/—	—	4/4	10 SP
Lance	Spear[1, 2]	1D10+2	9/9	3	2/10	150 SP
Light mace	1H Hammer	1D6	7/7	1	3/6	100 SP
Longspear	Spear[1, 2]	1D10	5/5	2	2/10	30 SP
Military flail	2H Flail	1D10+2	13/11	3	3/10	250 SP
Military pick	1H Hammer	1D6+1	11/5	3	3/10	180 SP
Natural weaponry	—	As noted	—/—	—	—	—
Quarterstaff	Staff	1D8	7/7	2	3/8	20 SP
Rapier	Rapier[1]	1D8	7/13	1	3/8	100 SP
Scimitar	1H Sword	1D6+1	7/11	2	4/10	200 SP
Shortspear	Spear[1, 2, 4]	1D8	5/5	2	2/5	20 SP
Shortsword	1H Sword[1]	1D6	5/7	1	3/8	100 SP
Target shield	Shield[3]	1D6	9/—	2	8/12	150 SP
Unarmed	Unarmed	1D3	—/—	—	—/—	—
War maul	2H Hammer	2D6	13/7	3	3/12	150 SP
War hammer	1H Hammer	1D8+1	11/9	2	3/8	150 SP
War sword	1H Sword	1D8	9/7	2	4/10	175 SP

[1] This weapon will impale an opponent upon a critical hit.
[2] This weapon may be set against a charge.
[3] This weapon may parry ranged weapons.
[4] This weapon suffers no penalty when thrown.

Dagger: Essentially a large knife, the dagger is often carried as a backup weapon or a parrying weapon. It is usually well-balanced enough to throw effectively.

Glaive: A chopping blade mounted on a polearm shaft.

Great Axe: Dwarfing the battleaxe in size, the great axe may be either single or double-bladed and must be used with both hands. The wielder suffers a –10% penalty to parry with this weapon.

Great Hammer: An enormous weapon that deals impressive bludgeoning damage but is too clumsy to make an effective parrying weapon. The wielder suffers a –10% penalty to parry with this weapon. Great hammers may be used on inanimate objects without being destroyed.

Great Sword: This massive blade is as much as two metres in length. Part of the blade is unsharpened, allowing the wielder to grip it for more effective parries.

Halberd: An axe blade mounted on a spear shaft, the halberd can be used with either the Spear skill, as a slightly unwieldy spear, or with the Polearm skill, as a slightly unbalanced glaive, or with the 2H Axe skill, as a slightly unbalanced great axe.

Hatchet: A simple and very cheap one-handed cleaving weapon, essentially a smaller version of an axe. It is usually well-balanced enough to throw effectively.

Heavy Mace: Designed to batter through even the heaviest of armour, the heavy mace is a simple weapon, comprised of a large weight mounted on one end of a haft.

Improvised: In times of need, almost anything can be used as a weapon, from a bar stool to an animal's jawbone. The Games Master should consider the particular improvised weapon and decide whether it would be better defined by the attributes of one of the 'real' weapons. In those cases where the improvised weapon is too dissimilar to and



standard weapon to mirror its effects, the Games Master should employ the attributes of the generic 'improvised' weapon.

Improvised weapons usually use the Unarmed skill, though in certain cases the 1H Hammer or Staff skills are more appropriate. Regardless, all attempts to attack or parry with an improvised weapon suffer a –10% to –30% penalty (at the Games Master's discretion).

Kite Shield: A large shield with a tapering shape, wider at the top and narrow at the bottom. This shield is excellent for both infantry and mounted use. Kite shields can parry ranged weapons. However, shields suffer a –10% penalty when used to attack.

Knife: A sharp piece of metal, stone, bone or even glass. More commonly a tool than a weapon.

Lance: An out-sized spear designed to be used from the back of a mount, a lance can be a devastating weapon when used on the charge.

When used by a charging, mounted character, the wielder may add his mount's Damage Modifier as well as his own to the damage.

Light Mace: This weapon is essentially a lighter version of the heavy mace.

Long Spear: The long spear is a lengthy piercing weapon, often used in ranked units to defeat charging cavalry.

Military Flail: A heavy metal ball, usually bristling with spikes, attached to a wooden haft by a short length of chain. Notoriously difficult to parry, this weapon imposes a –10% penalty on an opponent's parry roll. However, the wielder also suffers a –10% penalty to parry with this weapon.

Military Pick: A double-spiked metal head attached to a metal or wooden shaft, the military pick is designed to pierce heavy armour. Military picks may be used on inanimate objects without being destroyed.

Quarterstaff: Often unappreciated, the quarterstaff is one of the finest weapons in existence. In the hands of a skilled user, it is a fast and effective weapon for both offence and defence. The wielder gains a +10% bonus to parry with this weapon.

Rapier: Fast and light, the rapier is unlike any other one-handed sword, requiring its own specialised skill. Its narrow blade is intended for thrusting attacks rather than slashing attacks.

Scimitar: A sword with a long, dramatically curved blade, designed for cutting and slashing.

Shortspear: Heftier than a mere javelin, a short spear is commonly used in conjunction with a phalanx of shields. The short spear has been proved time and again as one of the most versatile weapons in existence, though not necessarily the most powerful.

Shortsword: A straight, broad-bladed sword designed for thrusting.

Target Shield: A large, round shield that makes an effective weapon and an excellent means of parrying. Target shields can parry ranged weapons. However, shields suffer a –10% penalty when used to attack.

War Maul: Originally meant as a tool for splitting wood, the maul has a long history of use in warfare by peasants conscripted into service. It is a large hammer with a wooden head, usually bound in iron bands. War mauls may be used on inanimate objects without being destroyed.

War Hammer: A weapon approximately the same size as a mace, tipped with a hammer head and a metal spike.

War Sword: Designed for slashing and cutting in battlefield combat, the war sword is one of the most common sword types available. Generally slightly less than a metre in length, it is an effective weapon for both attacking and parrying.

Throwing Close Combat Weapons

If thrown, a close combat weapon has a range of 8 metres and suffers a penalty to the attack equal to its ENC x 10. Either the usual Weapon skill or the Throwing skill may be used.

Setting Weapons against Charges

Setting a weapon against a charge occurs at the same time the character decides to delay in combat. In this case, the circumstance the character is waiting for is for someone in front of him to charge his position.

As long as the charge occurs, the character gains a +20% bonus to the opposed skill test to determine who strikes first.

Ranged Weapons

The flame-lancers brought their long, unwieldy weapons up, their ruby coils already beginning to glow in readiness. The disadvantages of the flame-lance were that it could not be operated instantly, and it often grew too hot to hold easily…as one, the red lines of flame left the tips of the lances. The first splashed against the side of the ornithopter and merely heated the armour a little, but the second struck the pilot's body, which almost instantly began to flare…
– The Jewel in the Skull

While flame-lances are used by the Granbretanian armies, few nobles can afford to equip more than a few troops with such expensive and rare weapons. The longbow and the crossbow are once again mighty powers on the battlefield, while barbarian tribes use hunting bows to bring down game and defend against dangerous monsters. Each ranged weapon is characterised by the following qualities:

Skill: The skill used to fire or throw the weapon.

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. The maximum range a weapon can be fired or thrown is twice this score.

Load: This shows how many Combat Actions are required to load or reload the weapon.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a –5% penalty is applied to a character's skill when attacking with this weapon.

ENC: The weight and bulk of the weapon.

AP/HP: The armour points and hit points possessed by the weapon. When hit points reach 0, the weapon is broken and useless.

Cost: The cost in silver pieces to purchase this weapon.

Ranged Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost
Blowgun	Blowgun	1D2	15m	1	—/9	—	1/4	30 SP
Dagger[2]	Dagger or Throwing	1D6	10m	—	—/9	—	4/6	30 SP
Dart[1]	Throwing	1D4	20m	—	—/9	—	1/1	10 SP
Flame-Lance	Flame-Lance	2D8/1D4	200m	—	—/9	4	2/6	500 SP
Hand Flamer[2]	Flame-Lance	2D6/1D3	100m	—	—/9	1	2/3	2,500SP
Hatchet[2]	1H Axe or Throwing	1D8	10m	—	7/11	1	3/6	25 SP
Heavy crossbow[1]	Crossbow	2D8	150m	3	7/9	2	2/8	350 SP
Javelin[1]	Spear or Throwing	1D6	40m	—	5/9	1	1/8	20 SP
Light crossbow[1]	Crossbow	2D6	100m	2	5/9	1	2/5	150 SP
Long bow[1]	Bow	2D8	175m	1	13/11	1	2/7	200 SP
Nomad bow[1]	Bow	1D10	120m	1	11/11	1	2/5	150 SP
Rock/improvised	Throwing	1D4	10m	—	5/9	1	3/5	—
Short bow[1]	Bow	1D8	60m	1	9/11	1	2/4	75 SP
Shortspear[1, 2]	Spear or Throwing	1D8	25m	—	5/9	2	2/5	20 SP
Sling	Sling	1D6	50m	1	—/11	—	1/2	5 SP
Staff sling	Sling	1D8	60m	2	—/11	2	2/6	20 SP
Throwing star	Throwing	1D4	15m	—	—/13	—	4/1	15 SP

[1] This weapon will impale an opponent upon a critical hit.
[2] This weapon suffers no penalty when used in close combat.

Ranged Weapon Ammunition

Ammunition	AP/HP	ENC	Cost
Arrows (10)	1/1	—	1 SP
Blowgun darts (10)	1/1	—	2 SP
Crossbow bolts (10)	1/1	—	2 SP
Sling bullets (10)	1/1	—	5 CP
Flame-lance Tip (1)	—	—	100 SP
Flame-Lance Charger	4/10	2	300 SP

Using Ranged Weapons in Close Combat

If used in close combat, a ranged weapon is treated as an improvised weapon. Usually, the 1H Hammer skill or the Throwing skill may be used.

Blowgun: A hollow tube, usually made of wood, that is used to expel a dart by blowing on one end. As the dart itself does little damage, blowguns are seldom used without some kind of poison. A character's Damage Modifier is never applied when using a blowgun.

Dart: A dart resembles an arrow with a longer head and shorter shaft (usually slightly less than half a metre in length).

Hand Flamer: A hand flamer is a lighter and more compact version of a flame-lance that can be wielded in one hand. It uses the same rules as a full-size flame-lance.

Heavy Crossbow: Similar in concept to the light crossbow, this version is larger and reinforced with metal bands to handle the immense pull of the string. A character's Damage Modifier is never applied when using a heavy crossbow.

Flame-Lance: Flame-lances are thermal weapons that shoot a beam of hot red light that splashes around the target's body, often setting them alight. A character's Damage Modifier is never applied when using a flame-lance.

A flame-lance must be switched on before it can be used. Activating a flame-lance takes a Combat Action, and it takes another 1D3 rounds before the lance is hot enough to fire. The lance's internal mechanisms continue to grow hotter and hotter as the weapon is used. The character must keep track of his lance's heat score. This heat score rises by one every round when the lance is switched on, and rises by another 1D6 each time the lance is fired. The lance inflicts one point of heat damage every round to the character's arm for every ten points of heat. Armour does prevent this damage. A switched-off lance loses two points of heat every round (five points if cooled in water).

For example, a Guardian of the Kamarg has spotted a baragoon. He switches his lance on, and waits 1D3 rounds for the lance to charge up. Once the ruby tip of the weapon is glowing, he can start firing at the monster. After three rounds of firing, the lance's heat is 15 (3 rounds of operation, plus 1D6 each from three lance shots). The Guardian will take one point of heat damage each round from the lance's hot surface (15 divided by 10 is 1.5, rounding down to 1).

When a flame-lance attack hits, it splashes and strikes much of the victim's body. Roll on the Flame-Lance location table, then apply the main burn damage listed before the slash to the main burn location and the damage listed after the slash to the adjacent areas.



D20	Main Burn Location	Adjacent Locations
1–3	Right Leg	Abdomen
4–6	Left Leg	Abdomen
7–9	Abdomen	Chest, Random Leg
10–12	Chest	Abdomen, Random Arm
13–15	Right Arm	Chest
16–18	Left Arm	Chest
19–20	Head	Chest

If an attacker makes a successful Precise Attack with a flame-lance, then apply both the main burn damage and the splash damage to the *same* location.

A character who takes more than 10 points of damage in a given round from flame attacks is set alight, assuming he is wearing flammable clothing, and takes 1D4 points of damage each round to all locations until the fire is put out. Characters wearing metal armour are not set alight, but the armour is melted, increasing its skill penalty by 10%.

If a character botches a flame-lance attack, then the ruby tip of the weapon has burned out, and must be replaced. If the attack is botched when the flame-lance's heat score is at 20 or more, then the lance explodes, dealing 3D6 points of damage to the character's arms.

Flame-lances are recharged using a charging device. A flame-lance can fire 100 shots before it must be recharged.

Javelin: A light spear designed to be thrown.

Light Crossbow: A simple mechanical bow, the light crossbow often sees service in small armies that lack training in other types of ranged weapon. A character's Damage Modifier is never applied when using a light crossbow.

Long Bow: A bow with a shaft as much as two metres in length, designed to be fired on foot. A long bow cannot be used from horseback.

Nomad Bow: A shorter bow than the long bow, the nomad bow sacrifices some range and power in exchange for portability.

Short Bow: Designed to be fired from horseback, the short bow is equally useful as a foot soldier's weapon.

Sling: A long strip of cloth or leather used to fling a stone or bullet at a target.

Staff Sling: A sling mounted on the end of a wooden haft, which generates greater force in throwing.

Throwing Star: A light piece of metal with four to six sharp points.

Armour

'Brood of the Mountain Giants! I'll stifle to death before we've gone a mile!' The muffled voice of Oladahn came from within the grotesque helmet as he tried to tug himself free of its engulfing weight. They sat, all four, in their room above the tavern, trying on the captured armour.

Hawkmoon, too, was finding the stuff uncomfortable… Only D'Averc was used to it and had donned his own, to look with some relish and amusement at their first encounter with the uniform of his Order.

'No wonder you claim ill health', Hawkmoon told him, 'I know of nothing less healthy. I'm tempted to forget the whole plan.'

'You'll become more used to it as we ride,' D'Averc assured him. A little chafing, a little stuffiness, then you'll fell naked without it.'

'I'd rather be naked,' Oladahn protested, yanking off the leering boar mask at last. It fell with a clatter to the floor.

'Careful with it.' D'Averc wagged a finger. 'We don't want to damage it any more.'

Oladahn gave the armour an extra kick.
– The Mad God's Amulet

Each piece of armour is characterised by the following qualities:

AP: How many armour points are given to each location covered by this armour. If a character is wearing multiple pieces of armour on a location, only the highest armour point score is used.

ENC: The weight and bulk of the armour.

Locations: Which hit locations this type of armour covers.

Skill Penalty: Add together the AP of all the armour the character is wearing – this is the character's Skill Penalty. If a character is wearing multiple pieces of armour on a location, only add the highest armour point score.

The Skill Penalty applies to tests with most skills that use the DEX Characteristic to calculate their base scores, plus some other skills. Skills included in this list are: Acrobatics, Athletics, Craft, Dance, Dodge, Martial Arts, Mechanisms, Riding, Sorcery, Stealth, Throwing and all Weapon skills.

Cost: The cost in silver pieces to purchase this armour.

Effects of SIZ on Armour

Armour made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

Ancient Breastplate: Some scavengers have found armour dating from the Tragic Millennium, made of materials than now cannot be reproduced. These breastplates are incredibly light and tough. Ancient breastplates cannot be purchased normally, only found by adventuring.

Ancient Helm: Many of these ancient helms include other technological devices, like communications systems or vision-enhancing lenses, but these sub-systems are invariably non-functional after centuries of abuse. Ancient helms cannot be purchased normally, only found by adventuring.

Chainmail Coif: A hat made of chainmail, covering the top, back and sides of the head. It is lined with soft leather.

Armour

Armour	AP	ENC	Locations	Cost	Total Skill Penalty
Ancient Breastplate	10	4	Abdomen, Chest	—	–20%
Ancient Helm	10	1	Head	—	–5%[1]
Chainmail coif	5	1	Head	500 SP	–5%
Chainmail shirt	5	4	Abdomen, Arms, Chest	1,250 SP	–20%
Chainmail trews	5	3	Legs	1,000 SP	–10%
Full helm	6	1	Head	1,000 SP	–6%
Heavy Granbretanian Armour	8	12	All	30,000 SP	–42%[2]
Heavy leather hauberk	2	1	Abdomen, Chest	350 SP	–4%
Heavy leather cap	2	1	Head	75 SP	–2%
Helmet	5	1	Head	300 SP	–5%
Lancer's Gauntlets	3	1	Arms	200 SP	–6%
Leather hauberk	2	1	Abdomen, Chest	150 SP	–4%
Leather shirt	1	1	Abdomen, Arms, Chest	150 SP	–4%
Leather trews	1	1	Legs	100 SP	–2%
Light Granbretanian Armour	3	3	All	1,625 SP	–8%[2]
Standard Granbretanian Armour	6	7	All	5,500 SP	–35%[2]
Plate (breast and back)	6	4	Abdomen, Chest	4,500 SP	–12%
Plate leggings	6	4	Legs	3,000 SP	–12%
Plate (suit)	6	12	All	9,000 SP	–42%
Plate vambraces	6	3	Arms	2,000 SP	–12%

[1] Skill Penalty is halved due to its superior design
[2] Skill Penalty is reduced due to the Bulwark quality

Chainmail Shirt: Heavy but effective protection, a chainmail shirt hangs from the shoulders to just below the groin, covering the chest, arms and abdomen. It is lined with soft leather.

Chainmail Skirt: Hanging to the knees, a chainmail skirt allows for maximum freedom of movement without sacrificing protection. It is lined with soft leather.

Fitted Armour

Plate armour and Granbretanian armour of all types has to be made specifically for the character wearing it as the plates have to be precisely forged with properly fitted hinge points to fit his dimensions. A character of the same SIZ as the correct wearer of a suit of plate may wear it without penalty. Characters may try using plate armour designed for a different SIZ to their own, but the ENC increases by one and the skill penalty by –5% for every point of SIZ difference.

Chainmail Trews: Essentially a pair of pants crafted from chainmail, these trews offer the same protection as a chainmail skirt but are slightly more cumbersome. It is lined with soft leather.

Full Helm: A rigid helmet covering the entire head, except for eye holes and a vent for breathing.

Heavy Granbretanian Armour: This is the style of armour used by orders like the Boar or Bear. It is a form of plate-mail, although heavier and more imposing than other suits.

Heavy Leather Hauberk: Fashioned of thick and stiff boiled leather, this hauberk is a sleeveless garment that falls from the shoulders to just below the groin.

Heavy Leather Cap: A cap of stiff leather, protecting the top, back and sides of the head.

Helmet: A rigid metal helmet, covering the top, back and sides of the head. These helmets usually have a nose guard as well.

Lancer's Gauntlets: These heavy leather gloves are worn by flame-lancers. The gauntlets have an effective AP of 3, but only against damage directly targeting the hands, like the heat from a flame-lance.

Leather Hauberk: One step above normal clothing, this piece of armour is essentially a weaker and more flexible version of the heavy leather hauberk.

Leather Shirt: A leather shirt hangs from the shoulders to just below the groin, covering the chest, arms and abdomen.

Leather Trews: A pair of pants crafted of thick leather, protecting the wearer's legs.

Light Granbretanian Armour: Consisting of leather, lighter helm, chain-mail, and thin plates of metal, this form of armour is used by Orders like the Shark or Crow, where protection is less important than weight and agility.

Standard Granbretanian Armour: The standard armour of the Beast Orders is a form of plate mail, although it is generally of better quality and workmanship than Continental smiths can manage.

Plate Armour: The best and heaviest form of armour available on the Continent, plate armour is the province of the richest nobles and most successful knights.

Exceptional Weapons & Armour

The armour and weapons listed above are, for the most part, average in terms of craftsmanship and design. It is possible to make weapons that are vastly superior to the average, although these require the most skilled smiths and can cost a king's ransom. Consult the table below to work out the cost of such an enhanced item, although items of Exquisite workmanship can generally only be found in the large towns, and anything of Marvellous or better quality can be found only in the largest cities, if at all.

Heavy Granbretanian armour is of Exquisite workmanship, using two Bulwark effects. Standard and Light Granbretanian armour is of merely Greater

workmanship, adding a Bulwark effect to chain and leather suits, respectively.

Quality Level	Base Purchase Cost	Weapon / Armour Effects
Normal	As item	—
Greater	Item cost x 2	1
Exquisite	Item cost x 5	2
Marvellous	Item cost x 10	3
Surpassing	Item cost x 50	4
Heroic	Item cost x 100	5

Exceptional Item Effects

An exceptional item can have one or more special effects crafted into it, depending upon the item's level of quality.

Exceptional Weapons & Armour

Beneath the name of each effect it is indicated whether the effect applies to armour, weapons or both. Each effect also has a 'Minimum Craftsmanship', indicating what level of quality the item must be in order to have this effect. For instance, a weapon must be of at least marvellous quality in order to have Baleful as an effect. Lastly, each effect is listed as either stackable (meaning it can be picked multiple times and its effects stack) or unique (in which case it can only be selected for a particular weapon or armour once). A heavy mace with two levels of the Crushing effect, for example, gains a +2 bonus to damage.

Unless specifically stated otherwise, different effects may be combined on the same item, so long as it is of sufficient craftsmanship to handle them all.

Baleful

Weapon Effect, Minimum Craftsmanship: Marvellous, Unique

A Baleful weapon is cunningly and lethally crafted. It provides the user with no bonuses to his attack but it does increase the weapon's damage dice by one increment. Thus, a Baleful great sword or longbow would deal 2D10 damage and a Baleful war sword would deal 1D10 damage.

Bastion

Armour Effect, Minimum Craftsmanship: Exquisite, Unique

Armour with this effect is designed specifically to minimise weak points. An opponent attempting a precise attack to bypass Bastion armour attacks at –80%, rather than –40%. Bastion may not be combined with the Nimble effect.

Bulwark

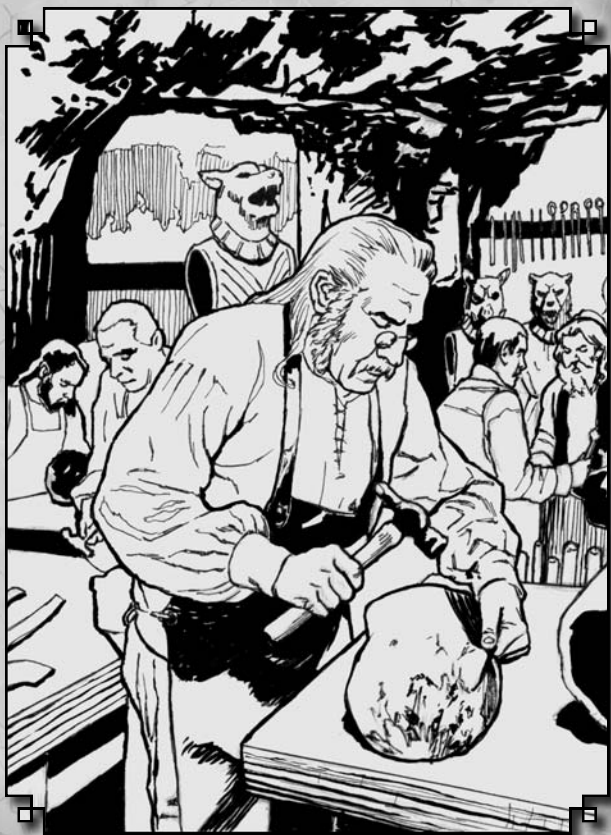
Armour Effect, Minimum Craftsmanship: Greater, Stackable (twice)

Armour created as a Bulwark is exceptionally tough. It gains +1 AP in every hit location.

Crushing

Weapon Effect, Minimum Craftsmanship: Greater, Stackable (three times)

Applied to a bludgeoning weapon, Crushing increases the weapon's damage by +1 point.



Enduring
Armour and Weapon Effect, Minimum Craftsmanship: Greater, Stackable (four times)

Enduring armour and weapons are made to stand up to extra punishment. It gains +2 HP (or +2 HP per hit location in the case of armour).

Keen
Weapon Effect, Minimum Craftsmanship: Greater, Stackable (three times)

Applied to a piercing or slashing weapon, Keen increases the weapon's damage by +1 point.

Light
Armour Effect, Minimum Craftsmanship: Greater, Stackable (three times)

This reduces its ENC by one point (or one point per hit location in the case of armour). ENC cannot be reduced below zero in this manner. Weapons also have their STR requirement reduced by one (thus a greater war sword with one Light effect would require only STR 8 to use without penalty).

Nimble
Armour Effect, Minimum Craftsmanship: Exquisite, Stackable (three times)

Designed for comfort and ease of movement, the Nimble effect reduces its armour's skill penalty by 1% per hit location. Skill penalties cannot be reduced below 0%. Nimble may not be combined with the Bastion effect.

Parrying
Weapon Effect, Minimum Craftsmanship: Marvellous, Stackable (three times)

A weapon with this effect is designed to make parrying easier for the wielder. It provides the user with no bonuses to his attack but it does increase the AP of the weapon by +1. This bonus is only applicable for the purposes of parrying.

Penetrating
Weapon Effect, Minimum Craftsmanship: Greater, Stackable (twice)

A Penetrating weapon is made to bypass an opponent's defences, either through overwhelming power or amazing speed (depending upon the type of weapon). Opponents suffer a –10% penalty on parry tests to parry this weapon.

Swift
Weapon Effect, Minimum Craftsmanship: Marvellous, Stackable (twice)

A Swift weapon is perfectly balanced and designed to easily change direction and speed. This makes it incredibly hard to dodge. Opponents suffer a –10% penalty on dodge tests to dodge this weapon.

Warrior's
Weapon Effect, Minimum Craftsmanship: Exquisite, Stackable (four)

A Warrior's weapon is designed to aid the wielder do his job. Specifically, it grants a +5% bonus to all relevant Weapon skill tests when used. Thus a Warrior's battleaxe provides a +5% bonus to the wielder's 1H Axe or 2H Axe score, depending on how the wielder is using the weapon.

General Items

Across the bridge passed to and fro a splendid variety of traffic. Hawkmoon could see carriages of nobles, so elaborate that it was hard to believe they could function; squadrons of cavalry, the horses as magnificently armoured as their riders; battalions of infantry, marching four abreast with unbelievable precision; trading caravans of carts; and beasts of burden with swaying stacks of every conceivable kind of goods – furs, silks, meat carcasses, fruit, vegetables, chests of treasure, candlesticks, beds, whole suits of chairs – much of which, Hawkmoon realised, was loot from states like Köln recently conquered by those same armies who passed the caravans.

– The Jewel in the Skull

Item	ENC	Cost
Backpack	1	5 SP
Bedroll	1	1 SP
Block & tackle	1	15 SP
Bottle, glass	—	2 SP
Candle, 1 hour	—	1 CP
Chain, 2 metres	2	40 SP
Climbing kit	1	25 SP
Codex	1	60 SP
Craft tools	2	75 SP
Crowbar	1	25 SP
First aid kit	—	25 SP
Fish hook	—	2 LB
Fishing kit	1	15 SP
Flint & tinder	—	5 CP
Grappling hook	—	5 SP
Hammer	—	1 SP
Healer's kit	1	150 SP
Ladder, 3m	4	2 SP
Lantern	1	10 SP
Lock picks	—	75 SP
Mining pick	1	35 SP
Musical instrument	2	70 SP
Oil, flask	1	1 SP
Papyrus, sheet	—	5 CP
Pole, 3m	1	1 SP
Quiver	—	2 SP
Rope, 10m	2	10 SP
Sack, large	1	5 CP
Sack, small	—	2 CP
Slingbag	1	5 CP
Spade	1	25 SP
Torch / flaming brand	—	4 CP
Waterskin	1	5 CP
Writing kit	1	45 SP

Backpack: A standard piece of adventuring equipment, held to the back with two shoulder straps. It can hold 20 ENC of equipment.

Block & Tackle: Useful for constructing traps, hauling up stubborn logs and so forth. Adds +10% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

Candle, 1 Hour: A small, stubby candle that will burn for one hour before exhausting its fuel. Originally used by miners to mark the passage of time while they were underground, many adventurers have adopted them for the same purpose. A candle illuminates a one metre radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: Consisting of a leather harness, several short lengths of rope, pitons and sundry other tools, a climbing kit provides a bonus of 20% to any Athletics skill tests made to climb.

Codex: A bound volume of 100 papyrus or parchment sheets. The price is for a blank codex; codices containing sage lore or ancient secrets are considerably pricier.

Craft Tools: This is a small satchel containing portable tools appropriate to a particular craft. These tools are the bare minimum required to practise the craft without a skill penalty. A set of craft tools is useful for only one craft – a character must buy more sets of tools for any additional crafts.

Crowbar: Adds +10% to brute force Athletics tests to lever open doors, casket lids and the like. If used as a weapon, it is considered a club (wielded with a –10% penalty).

Grappling Hook: Tied to a rope, it can be lofted onto a battlement with a Throwing test. It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Healer's Kit: Stocked with bandages, mortar and pestle, poultices, barber's tools, basic surgical equipment and everything else a healer needs to practise his trade on the road, a healer's kit is necessary for a character to use the Healing skill.

Lantern: A lantern provides clear illumination out to a three metre radius. It will burn for two hours on a flask of oil.

Lock Picks: An item no self-respecting thief would ever be without, lock picks allow a character to use his Mechanisms skill to pick a lock. The Games Master may assign penalties or bonuses to this test based upon the specific circumstances.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours, or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

First Aid Kit: A first aid kit is made up primarily of bandages, tourniquets and herbal compresses. It allows the owner to use the First Aid skill without penalty. A first aid kit is good for five uses (whether the skill test succeeds or fails) before it is used up.

Fish Hook: A small metal hook used to catch fish. This item allows a character to use his Survival skill to catch a fish without suffering a penalty on the test.

Quiver: Quivers can generally hold up to 30 arrows or crossbow bolts.

Rope, 10 Metres: An essential piece of equipment for an adventurer, a standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Sack, Large: A wide sack of leather or canvas, able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Slingbag: A simple carryall with a long strap to go over one shoulder. It can carry 15 ENC of equipment.

Torch, 1 Hour: A torch has one end wrapped in cloth and dipped in pitch or a similar flammable substance. It can be lit with flint and tinder in one round and will burn for one hour. A torch illuminates a three metre radius. If used as a weapon, it is considered a club (wielded with a –10% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also extinguish the brand.

Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.

Exceptional Items

Items and tools can also be of higher quality, giving a bonus to the appropriate skill.

Quality Level	Base Purchase Cost	Skill Item Effects
Normal	As item	—
Greater	Item cost x 2	+5%
Exquisite	Item cost x 5	+10%
Marvellous	Item cost x 10	+15%
Surpassing	Item cost x 50	+20%
Heroic	Item cost x 100	+25%

Food & Lodging

Fish and fowl, red meat and white, vegetables of every kind, wine of a dozen varieties, ale and many delicious sauces and garnishes were heaped on the long table.
- The Jewel in the Skull

Item	Cost
Lodging, poor	2 CP
Lodging, average	1 SP
Lodging, superior	5 SP
Food & drink, poor, 1 day	1 CP
Food & drink, average, 1 day	5 CP
Food & drink, superior, 1 day	2 SP
Trail rations, 1 day	5 CP

Animals, Transportation & Slaves

'*The mark of the sword and the torch, replacing the mark of the plough and the harrow… And the cross and the gibbet were made from the timber of the yellow fences, the carcasses of the cows and sheep clogged the watercourses and poisoned the land, and the stones of the farmhouses became ammunition for the catapults, and the people became corpses or soldiers – there was no other choice.'*
– The Jewel in the Skull

Animals, Transportation & Slaves

Animal	Cost
Bison	200 SP
Bull	250 SP
Cart	75 SP
Cat	2 SP
Chariot	600 SP
Cow	150 SP
Dog, domestic	2 SP
Dog, hunting	25 SP
Flamingo	800 SP
Fowl	1 SP
Goat	50 SP
Hawk	400 SP
Horse, draft	400 SP
Horse, riding	350 SP
Horse, combat trained	500 SP
Mule	125 SP
Ox	200 SP
Pig	50 SP
Rhino	3,000 SP
Saddle & bridle	75 SP
Sheep	30 SP
Slave, adult	1,000 SP
Slave, child	200 SP
Slave, educated	5,000 SP
Slave, skilled	2,500 SP
Slave, youth	400 SP
Travel (by coach)	15 SP per kilometre
Travel (by ornithopter)	50 SP per kilometre
Travel (by post-horse)	20 SP per kilometre
Travel (by ship)	10 SP per kilometre
Travel (by wagon)	5 SP per kilometre
Wagon	300 SP

Vehicles

They saw that the interior of the sphere was, in fact, a cabin where several men could sit comfortably. Doubtless the thing was a familiar mode of transport here, for Zhenak-Teng made no effort to help them, leaving them to work out for themselves where they should sit and how they should position themselves. He waved his hand over the control board of the sphere and the crack in the side began to seal itself. Then they were off, rolling smoothly over the turf at a fantastic speed, seeing dimly the landscape they passed.
– The Sword of the Dawn

Speed: The speed at which the vehicle travels per Combat Action / per 12 hour period.

Structural Integrity: The ability of a vehicle to survive stresses, such as high winds or dangerous manoeuvre. Every time a vehicle suffers five or more points of structural damage from a single attack (after the Hull has been deducted), reduce the Structural Integrity of the ship by one point per five points of damage. If its Structural Integrity is reduced to zero, it breaks.

Hull: The hull acts as the vehicle's armour, just as a suit of chainmail does for a man.

Structure Points: A vehicle's structure points are exactly like a human's hit points, just as its hull is exactly like a human's armour. Any incoming blow is first compared to the vessel's current Hull rating. If the damage is less than or equal to the Hull rating, the blow causes no damage. If it is greater, the hull's rating is subtracted from the damage. Any damage remaining is deducted from the vehicle's structure points. If a vehicle's structure points are ever reduced to zero, it is destroyed.

Weapons: This entry denotes the number of weapons that can be mounted on the vehicle.

Skill: What skill is used to operate the vehicle and the modifier applied to it.

Barge

Hull: 3
Structure Points: 100
Structural Integrity: 10
Crew: 4 rowers or polemen or one horse.
Speed: 1m / 8.4km
Weapons: One
Skill: Boating +0%
Cost: 500 silver

The river was now a morass of dark mud, and in it, like so many stranded whales, lay the battle barges of Granbretan, some with prows jutting high and sterns

buried deep in the stuff of the river bed, some on their sides, some bow-first in the mud, some upside-down, war engines scattered, livestock in panic, provisions ruined.
– The Jewel in the Skull

The rivers are once again the highways of Europe, and barges are the main means of bringing goods from one town to another. The barges used by Granbretan are far larger than the one described here, but the principle – and the long, slow days of travel along languid rivers and canals – is the same.

Coach

Hull: 2
Structure Points: 20
Structural Integrity: 20
Crew: 1 driver, up to 8 passengers
Speed: By animal
Weapons: None
Skill: Drive +10%
Cost: 600 silver

Horse-drawn coaches are used by the nobility, although there is also a network of mail and passenger coaches connecting key towns in Europe. The routes from, say, Deau-vere to Parye, or Berlin to Nürnberg are serviced by regular coaches. The coach described here is a basic one; the ornate carriages of wealthy nobles can cost hundreds of thousands of silvers. There are even clockwork coaches that run without horses, although most of these are mere curiosities to amuse the nobles of Berlin.

Chariot

Hull: 3
Structure Points: 30
Structural Integrity: 20
Crew: 1 driver, up to three passengers
Speed: By animal
Weapons: None
Skill: Drive +0 %
Cost: 1,000 silver

D'Averc and Oladahn dragged the chariot forward. It was of black brass and green gold and smelled of antiquity. Only the leather of the yokes was relatively new. They slipped the harness of the heads and shoulders of the beasts, and the mutant jaguars hardly moved, save for flattening their ears occasionally when the men tightened the straps too rapidly.
– The Mad God's Amulet

Chariots are used by some armies, especially in those that possess flame-lances or other firearms. A chariot can be equipped with scythes on the wheels, allowing it to cut through enemy troops on the battlefield. These scythes deal 2d6 damage to the legs of anyone they strike. A scythe attack cannot be parried, but can be dodged with a +20% bonus.

Cog

Hull: 4
Structure Points: 80
Structural Integrity: 28
Crew: 25 officers and sailors
Speed: Sail only
Weapons: Two
Skill: Shiphandling +10%
Cost: 20,000 silver

Cogs are small trading vessels, trading along all the coasts of Europe and Africa, as far east as the Black Sea and the shores of Syria.

Hovercraft

Hull: 3
Structure Points: 40
Structural Integrity: 30
Crew: 1 pilot, 12 passengers
Speed: 4m/33.6 km
Weapons: None
Skill: Drive +10%
Cost: 100,000 silver

These were once, it is said, a common means of transport in ancient times. Now only a few rickety and decaying examples of these machines survive, mostly in Hollandia. They are propelled by battery-powered engines, but the means of recharging them has been lost to all but the most skilled sorcerer-scientist. Floating on a cushion of air, hovercrafts move with equal speed over land and sea, but have trouble navigating uneven ground.

Ornithopters

All ornithopters are powered by rather unstable steam engines, which must be refuelled after relatively short flights. The more changes in direction that are made, the more fuel the vehicle consumes – an ornithopter can glide for a long distance, but flapping wings wildly in combat quickly depletes its fuel. An ornithopter can, on average, fly for six hours in a roughly straight direction, or less than two hours when searching for a foe or engaged in combat.

The engines of ornithopters explode if the flyer is reduced to 0 structure points or 0 structural integrity. This explosion deals 6D6 damage to anyone within ten meters of the vehicle (10D6 for a combat ornithopter, 15D6 for an assault flyer).

Ornithopters are tricky to fly. A fumbled Pilot Ornithopter check means that the vehicle's wings become folded or tangled, and it begins to fall from the sky. A successful check with a –40% penalty to required to fix the wings before the machine crashes into the ground.

Ornithopter, Personal

Hull: 2
Structure Points: 30
Structural Integrity: 15
Crew: 1 pilot, 1 passenger
Speed: 15 m/150 km.
Weapons: One Mounted Flame-lance
Skill: Pilot Ornithopter +10%
Cost: 40,000 silver

There, on the balcony, its wings neatly folded, fashioned to resemble a beautiful scarlet and silver heron, was Flana's ornithopter.
– The Sword of the Dawn

Small, fast flyers like this are used to carry the nobles and couriers of Granbretan to courtly ball and fierce battle alike. They are agile enough to land in relatively confined spaces, so the towers of Londra look like roosts for flocks of strange-coloured bats as thousands of ornithopters come and go from that metropolis every hour.

Ornithopter, Combat

Hull: 2
Structure Points: 30
Structural Integrity: 15
Crew: 1 pilot, 2 passengers
Speed: 15 m/150 km.
Weapons: Two Mounted Flame-lances
Skill: Pilot Ornithopter
Cost: 80,000 silver

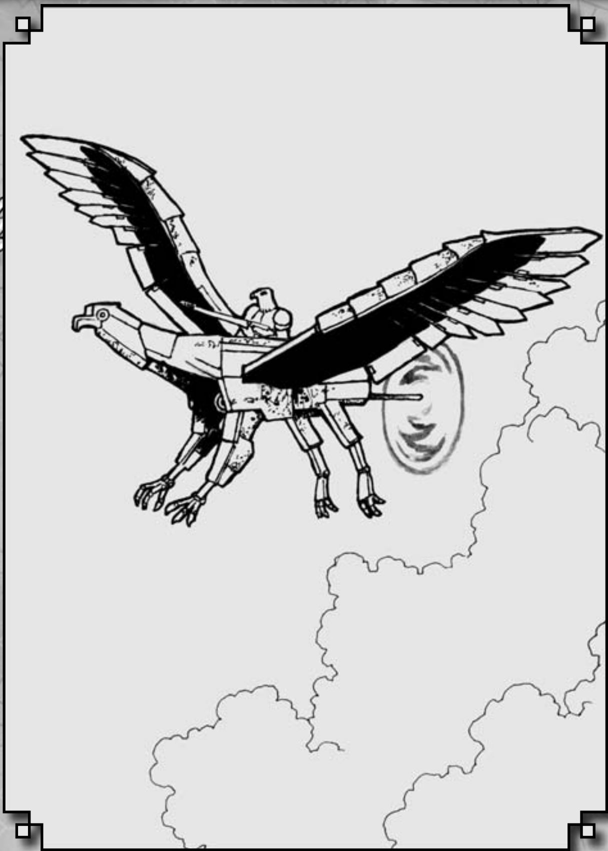
The ornithopter had settled on the lawns beyond the city entrance to the catacombs. It was a thing of great beauty, fashioned in the shape of a gigantic griffin, all worked in copper, brass, silver and black steel, squatting on its lion-like haunches, the forty-foot wings folded on its back. Below the head, in the small cockpit, sat the pilot, dressed in the bird-mask of his Order – the Order of the Crow, which was comprised of all flyers – his gloved hands on the jewelled controls.
– The Jewel in the Skull

Of all the nations of Europe, only Granbretan has the knowledge and resources to construct flying machines, and it is these ornithopters that give her dark legions a huge advantage in any war. Combat ornithopters are heavily armed; they can blast foes from above with their flame cannons, or guide ground troops to an objective.

Ornithopter, Assault

Hull: 5
Structure Points: 75
Structural Integrity: 20
Crew: 2 pilot, 2 gunners, 10 passengers
Speed: 10 m/103.2 km.
Weapons: Two Mounted Flame-lances, Bombs
Skill: Pilot Ornithopter
Cost: 150,000 silver

These heavy armoured titans can barely get aloft on their storm-dark wings, but once in the air, they are among the most devastating weapons of Granbretan. An assault ornithopter is heavily armoured enough to withstand



multiple hits from enemy weapons, and can carry a unit of elite warriors into the very heart of an enemy's defences. Castles can be taken from the air by dropping swordsmen onto a keep's roof – or just hurling explosives or poisons from above.

Raft
Hull: 1
Structure Points: 50
Crew: 2 polemen
Speed: 1m / 8.4km
Weapons: None
Skill: Boating –10%
Cost: 50 silver

A raft is about the simplest water-craft imaginable, so one can be constructed easily in times of dire need. Only a fool would trust to a raft at sea, though.

Rowboat
Hull: 2
Structure Points: 15
Structural Integrity: 15
Crew: 1 rower
Speed: 2m / 16.8km
Weapons: None
Modifier: Boating +0%
Cost: 300 silver

It's a rowboat.

War Galley
Hull: 3
Structure Points: 40
Structural Integrity: 12
Crew: 50 rowers, 10 officers and sailors
Speed: 4m / 34.8km when rowed
Weapons: Two
Ram: Yes (D2 points of damage for every metre of speed)
Skill: Shiphandling –10%
Cost: 7,000 silver

War-galleys like this are used by Granbretan's smaller expeditionary forces, although the mainstay of naval power comes in the form of larger armoured battleships. The biggest of Granbretan's ships, vessels like the *Aral Visln,* carry thousands of troops across the seas to the Dark Empire's wars of conquest.

Wagon
Hull: 1
Structure Points: 40
Crew: 1 driver
Speed: By animal
Weapons: None
Skill: Drive +0%
Cost: 150 silver

Small wagons like this carry goods to market – or tribute to the Dark Empire.

Movement
There are several means by which a vehicle can be propelled.

Rowing
Each vessel capable of movement by rowing or poling has a Speed entry in its description. This is the ship's base Movement in normal operating conditions. Rowing a vessel at this normal speed counts as medium activity for determining Fatigue.

The vessel can be slowed to half speed, which counts only as light activity for the rowers to maintain. The speed of the vessel can also be doubled, a gruelling activity which counts as heavy activity for the rowers.

If the vessel is operating against a fresh gale or heavier wind, the level of activity is increased by one step. Thus moving at half speed counts as medium activity, moving at normal speed counts as heavy activity and the vessel cannot move at double speed.

That said, if the vessel is operating before a fresh gale or heavier wind, the level of activity is decreased by one step. Thus moving at normal speed counts as light activity and moving at double speed counts as medium activity.

Sailing

Sails offer some significant advantages over rowing. A sailing ship requires a much smaller crew, for example, and the ship relies on wind, rather than broad backs, for its propulsion.

Before the Wind: The wind is coming directly from the stern of the ship toward the bow.

Quarter Wind: The wind is blowing against one of the ship's rear quarters, at a roughly 45 degree angle to the length of the ship.

Half Wind: The wind is blowing across the ship, at a roughly 90 degree angle to the length of the ship.

Head Wind: The wind is blowing directly from the bow of the ship toward the stern.

Tethered Beasts

Wagons are drawn by draft-horses or oxen, chariots by war-horses or the fabled war-jaguars of Asiacommunista. Some lords of Granbretan have palanquins carried by naked slaves. A drawn vehicle moves at two-thirds of the speed of the normal movement of the animals pulling it, which counts as medium activity for them. The vehicle can be slowed to half speed, which counts only as light activity for the harnessed beasts to maintain. The speed of the vessel can also be doubled, a gruelling activity which counts as heavy activity for the animals.

Engines

In modern Europe, only the science of Granbretan can produce engine-driven vehicles, although examples of such wonders can be found in vaults and enclaves. Engines do not suffer from fatigue, and are largely unaffected by the wind and other conditions. They are limited only by fuel reserves.

Siege Weaponry

War engines, too, he could see – things of iron and copper – with cruel beaks for ramming, high towers for the siege, long beams for hurling massive fireballs and boulders. Marching beside them, in masks of mole and badger and ferret, were the engineers of the Dark Empire, with squat powerful bodies and large heavy hands. All these things took on the aspect of ants, dwarfed as they were by the majesty of the Silver Bridge, which, like the ornithopters, had contributed greatly to the ease of Granbretan's conquests.
– The Jewel in the Skull

Sailing Speed

Wind Speed	Before the Wind	Quarter Wind	Half Wind	Head Wind	Skill Modifier
Calm	1m / 16.8km	—	—	—	0%
Light Wind	3m / 52.8km	2m / 33.6km	1m / 16.8km	—	0%
Moderate Wind	5m / 86.4km	4m / 69.6km	3m / 52.8km	1m / 16.8km	0%
Stiff Wind	7m / 121km	6m / 103.2km	5m / 86.4km	2m / 33.6km	–10%
Fresh Gale	9m / 155.5km	8m / 138.2km	7m / 121km	3m / 52.8km	–20%
Full Gale	*	*	*	*	–40%
Hurricane	*	*	*	*	–60%

*The winds of a full gale or a hurricane will shred a ship's rigging. In such a situation, the best that can be done is to deploy a small amount of sailcloth to keep the ship steady and hope to ride out the storm. Alternatively, the truly reckless or desperate may press onward, at the same speed as a fresh gale but with double the normal skill penalty.

Siege Weapons

Weapon	Skill	Damage	Range	Load	AP/HP	Cost
Arbalest, Siege	Artillery	4D6	425m	1/minute	4/12	1,000 SP
Ballista	Artillery	10D6	275m	1/5 minutes	4/20	3,500 SP
Cannon	Artillery	12D6	600m	1/5 minutes	4/30	10,000 SP
Flame-Cannon	Artillery	10D12	1,000m	1/minute	4/30	50,000 SP
Mounted Flame-Lance	Flame-Lance	3D12	500m	1/round	3/15	5,000 SP
Ram	Shiphandling	Special	—	—	—	Special
Springal	Artillery	3D6	300m	1/5 minutes	3/12	600 SP
Trebuchet	Artillery	15D6	300m	1/5 minutes	4/30	5,000 SP

Arbalest, Siege: A siege arbalest is essentially a large crossbow. Serviceable by one man, it takes full minute to load and requires a stand to support it.

Ballista: A ballista is a much larger and deadlier version of the arbalest, requiring at least three men to crew it.

Catapult: A catapult hurls rocks or other projectiles a long distance, by means of a counterweight and a wound spring mechanism.

Cannon: The art of the gunpowder cannon is seeing a renaissance in Tragic Europe, as it is relatively easy to make and quite effective in battle.

Mounted Flame-Lance: These flame-weapons are half-way between the personal weapons used by foot troops, and the mighty flame cannons used in sieges. They are commonly attached to ornithopters.

Flame Cannon: These huge cannons project devastating beams of heat at their targets, melting and exploding castle walls, and reducing a man to burning dust in an instant.

Ram: A ram is a heavy metal spike attached to the front of a warship, used to stave in the hulls of enemy ships. A ram differs in size and price depending upon the kind of ship it will be attached to. If a ram is included in the ship's construction, it increases the ship's price by 10%. If it is added later, the additional work needed to reinforce the ship's structure will raise the ram's price to 15% of the ship's original purchase price.

Rams are exceptionally dangerous weapons in naval combat, though they are not without their disadvantages. The weight of a ram on the bow of a ship will slow its base movement (or sailing speed, if under sail) by 1m. Additionally, the ram's weight makes manoeuvring the ship more difficult, imposing a –10% penalty on the Shiphandling skill tests involving swift or reactive sailing.

The damage dealt by a ram is dependent upon the size of the ship and the speed at which it is travelling when it strikes its target. The exact damage is listed above under the descriptions for individual ships.

Note that even a ship not equipped with a ram can choose to ram another ship if it so wishes. Such rams will only ever inflict one point of damage per metre of the ship's speed, to a maximum of the ship's Hull score.

Springal: The springal is a small catapult, designed to lob its ammunition in an arc at the enemy.

COMBAT

The Red Amulet, which now glowed at his neck, spreading red light onto the armour of his enemies, was now transmitting power into his body. He laughed and began to hew around him with fantastic strength, cutting the circle of warriors attacking him. His sword snapped, but he grabbed a lance from a horseman riding at him, and swinging the lance like a sword, jumped onto the horse and resumed the attack… then Hawkmoon was everywhere, a whirling bringer of death. He raced through the ranks of Granbretan, and where he passed there were only corpses.
– The Red Amulet

Combat is divided into rounds. With 12 rounds in every minute, a single round translates to five seconds of time, during which a character can perform one or more actions. Each round is broken into Strike Ranks, which determine when a character can act. Every Combat Round goes through the following steps:

1. **Determine Strike Ranks:** At the start of every Combat Round, roll D10 for each character and add the character's Strike Rank modifier. This will determine the character's Strike Rank – the order in which every character involved acts for the round.

2. **Characters Take 1st Action:** Each character involved in the combat performs one Combat Action in Strike Rank order. The character with the highest Strike Rank will act first, followed by the character with the second-highest Strike Rank, and so on until the character with the lowest Strike Ranks acts. Reactions, such as parries or dodges, are made during this process as appropriate.

3. **Characters Take 2nd Action:** After each character has completed his 1st action, characters with Combat Actions remaining may perform a second Combat Action, in Strike Rank order.

4. **Characters Take 3rd Action:** After each character has completed his 2nd action, characters with Combat Actions remaining (if any) may perform a third Combat Action, in Strike Rank order.

5. **Characters Take 4th Action:** After each character has completed his 3rd action, characters with Combat Actions remaining (if any) may perform a fourth Combat Action, in Strike Rank order.

6. **End of Combat Round:** Once all eligible characters have used up all their Combat Actions in the Combat Round, it is over. Fatigue is determined now, if applicable. If there are characters still engaged in combat with enemies, another Combat Round begins.

Strike Ranks

He gasped as the man thrust suddenly, then withdrew. The movement had been incredibly rapid and Hawkmoon felt a sting on his cheek, put his hand up to his face and discovered that it bled.
– The Sword of the Dawn

If two or more characters can act in the same Strike Rank, the characters will act in order of their DEX, with the highest going first. If two or more characters acting in the same Strike Rank have the same DEX score, they will act simultaneously.

Gaining Surprise

A surprised character suffers a –10 penalty to his Strike Rank during the first Combat Round. In addition, he may only use Reactions against actions that occur after his own Strike Rank.

The effects of surprise generally only last for the first Combat Round of a combat.

Combat Actions

Without warcries, their only sound the thunder of horses' hooves and the clank of their accoutrements, the Kamargians plunged forward, led by Hawkmoon, who leaned across his horse's neck and made straight for a surprised guard. His sword took the man in the throat, and with a gurgling murmur the guard collapsed. Through the first of the tents they went, slashing at guy ropes, cutting down the first few men who tried to stop them, and still the Granbretanians had no idea who attacked them.

The actions a character may take when it is his turn to act are detailed here.



Aim: Every Combat Action spent aiming adds a +10% bonus to the character's ranged Weapon skill. This bonus only applies to the first attack the character makes with the weapon, which must be at the target being aimed at. A maximum of three Combat Actions may be spent aiming, for a +30% bonus. A character can take no other Combat Action or Reaction while aiming without losing the aim bonus.

Cast Spell: Spells often take many Combat Actions to complete.

Charge: If a character can move a minimum of 5 metres, he can make a charge. He may move a distance up to twice his Movement. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D4 damage.

Close Combat Attack: The character can make a single close combat attack.

Defend: A character may defend himself, effectively adding +20% to any Dodge Skill tests or parrying Weapon skill tests he is called upon to make until the beginning of his next Combat Action.

Delay: A character may pause to assess the tactical situation around him.

- If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action. The delaying character's Strike Rank is then altered reflect their new place in the Strike Rank order and they act as normal.
- If a delaying character wishes to interrupt a specific character's action as it occurs, or act immediately upon a specific trigger, the character must make a test appropriate to his interrupting action (a Weapon skill test if the character wishes to attack, for instance). If the trigger is capable of opposing the test with a test of its own relevant to its action, it may do so. Whoever wins the test acts first.

Once the character has acted, they are no longer delaying and their Strike Rank is modified appropriate to their new position in the Strike Rank order.

Fighting Retreat: He may move up to half his Movement directly away from an enemy he is fighting.

Sprint: Any adjacent enemy may make a Reaction free attack in response to this action and gains a +20% bonus for the attack. The character may move a distance up to twice his Movement score.

Flurry: A character may use all of his remaining Combat Actions at once, rather than waiting for other characters to act. Each blow struck in a flurry is at –20% to Weapon skill.

Move: Any adjacent enemy may make a Reaction free attack in response to this action. The character may move a distance up his Movement score.

Ranged Attack: The character can make a single ranged attack.

Ready Weapon: Drawing a sword from its sheath, unhooking an axe from one's belt, nocking an arrow to one's bow – all these actions require the Ready Weapon Combat Action. A single Ready Weapon action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another takes two Combat Actions, as does readying two weapons. Ranged weapons can be reloaded with this action – this takes as many Combat Actions as noted in the weapon's description.

Skill Use: The character uses one of his skills, such as First Aid.

Change Stance: The character may shift from one of the following stances to another : standing, prone, kneeling or sitting. Any adjacent enemy may make a Reaction free attack in response to this action.

Close Combat Attacks

Hawkmoon was attacked by some six swearing axemen who tried to press in against him and stop him from wielding his deadly sword, but the young Duke of Köln kicked out at one, elbowed another aside, and brought his blade straight down into the mask-helmet of another, splitting both helm and skull so that brains oozed through the fissure when he'd tugged his sword free.
– The Red Amulet

1 - Making the Attack

An attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using.

If a character rolls equal to or lower than his Weapon skill, he has hit his target.

If a character rolls greater than his Weapon skill, he has missed his target.

2 - Target Reaction

If the enemy has any Reactions left, then this attack may be opposed. The target may attempt to dodge or parry the attack, as they choose. However, only one Reaction may be made to each successful attack.

If the enemy has no Reactions left, then this attack is unopposed. Move straight on to Damage Resolution.

3 - Damage Resolution

If the attack is successful, damage is rolled. Each weapon has its own Damage score, to which is added the attacker's

Close Combat Situational Modifiers

Situation	Skill Modifier[1]
Target is helpless	Automatic Critical Hit
Target surprised[2]	+20%
Target prone or attacked from behind	+20%
Attacking or defending while on higher ground or on mount	+20%
Attacking or defending while prone	–30%
Attacking or defending while on unstable ground	–20%
Free motion of weapon arm obstructed (for example, a wall on the right side of a right-handed swordsman)	–10%
Attacking or defending while underwater	–40%
Defending while on lower ground or against mounted foe	–20%
Fighting in partial darkness	–20%
Fighting in darkness	–40%
Fighting while blind or in pitch black	–60%

[1] These modifiers are cumulative – attacking a character attacking a surprised target which is on lower ground increases their Weapon skill by 40%.
[2] A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.

Damage Modifier in order to determine the total damage being dealt.

A D20 is rolled alongside the damage roll, in order to determine the location of the target being struck.

If the damage is greater than the target's SIZ at this point (before armour points are deducted), Knockback occurs.

If the defender is armoured in the location that is hit, the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the location's armour.

4 - Damage Application

Apply any remaining damage to the location's hit points.

Critical Hits

Every Weapon skill a character possesses has a critical score. A critical score is the Weapon skill's score, divided by ten, rounded down.

If the D100 attack roll is not only lower that the Weapon skill, but also lower than or equal to the character's critical score with that weapon, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon in question. Damage modifiers, such as that derived from statistics, are not maximised.

Impaling Close Combat Attacks

A character that scores a critical hit with an impaling weapon causes maximum damage as normal. However, the character also has an additional choice – whether to yank the weapon free or to leave the enemy impaled.

Yanking: Yanking the weapon free requires a brute force Athletics test. If successful, the character automatically causes normal (not maximised) damage for the weapon once more, to the same location as the original strike, and has also regained their weapon for use.

If the brute force Athletics test fails, 1D4 damage is inflicted upon the impaled enemy's stricken location and the weapon remains stuck.

Impaled Enemies: Impaled enemies suffer from a –20% penalty to all skill tests, including Weapon skills, due to pain and physical difficulty. his penalty is cumulative.

A successful unarmed close combat attack that targets an enemy's impaled location results in the attacking character laying hold of the impaling weapon. hey may immediately attempt to yank it free.

The impaled creature may also spend a Combat Action to yank the impaling weapon free themselves (this does not require an unarmed attack).

Another character may remove the impaling weapon in a cleaner and less agonising manner through the use of the First Aid skill.

Precise Attack

A character may make one precisely aimed attack in order to strike a specific hit location, bypass a target's armour, strike a target's weapon or disarm an enemy.

Precise attacks may not be made as part of a charge or flurry. All precise attacks are very difficult; the character's Weapons Skill suffers a –40% penalty. Precise attacks cannot be combined in a single strike.

Bypass Armour: A precise attack can be used to find chinks in an opponent's armour, bypassing its protection. Instead of choosing a hit location, the character can determine it normally but if successful in his attack, will ignore all AP of the location he hits.

Disarm: The attacker declares that he is attempting to disarm the target of a single held weapon. If the attack successfully strikes the opponent, no damage is caused and instead an opposed Weapon skill is made. If either combatant is using a weapon in two hands, they gain a +20% bonus to this test. Should the attacker succeed, his opponent's weapon flies 1D6–1 metres in a random direction (a result of 0 metres places at the defender's feet).

Location Strike: The attacker declares that he is aiming for a specific hit location of the target's body. If successful, this strike automatically hits the desired location, instead of using the normal Hit Location table.

Strike Weapon / Shield: The attacker declares that he is attempting to attack the target's held weapon or shield. If the attack is successful, any damage is dealt directly to the opponent's weapon, using the rules for attacking inanimate objects. Natural weaponry may not be attacked in this way.

Reactions

Sparks scattered into the darkness of the hall as the two big men duelled, the broadswords rising and falling, swinging this way and that, every stroke parried with masterly skill. Sweat covered both faces as the swords swung; both chests heaved with the exertion as they fenced back and forth across the hall.
– The Jewel in the Skull

A character can make as many Reactions in a Combat Round as he has Combat Actions. Unlike Combat Actions, Reactions are not made during a character's Strike Rank but are made in response to the Combat Actions of enemies.

There are four types of Reaction – dodge, parry, dive for cover and free attacks.

Reactions are declared after the trigger event has occurred but before its effects are applied.

Only one Reaction may be made in response to a single trigger event, no matter how many Reactions a character has available.

Dodge

Trigger Event: A successful ranged or close combat attack being made against the character.
Restrictions: Helpless characters may not dodge.
Penalties: A mounted character suffers a –30% penalty to his Dodge Skill. If a character has his back to a wall, cliff, more enemies or is otherwise impeded from freely dodging in any direction, he will suffer a –20% penalty to his Dodge Skill.

A dodge opposes the attacker's Weapon skill to the target's Dodge Skill in a roll similar to an opposed skill test. The attacking and defending players each roll D100 and compare their results on the Dodge table.

Attack Succeeds as Normal: The dodge attempt failed and the attack resolves damage as normal.

Attack Succeeds and becomes Critical Hit: The attack is upgraded to a critical hit.

Attack Fails: The attack is considered to have missed and therefore causes no damage.

Attack Succeeds but Inflicts Minimum Damage; Defender Forced to Give Ground: The attack still causes damage, however the damage is the minimum possible for the weapon in question. Damage modifiers, such as that derived from statistics, are not minimised. If the attack being dodged was a critical hit, it instead inflicts normal damage. The defender must also Give Ground.

Attack Fails; Attacker Overextended: The attack is considered to have missed and therefore causes no damage. The defender has also Overextended.

Giving Ground

A character forced to Give Ground immediately retreats his Movement directly away from the attacker. The attacker has the option of either immediately following up and remaining adjacent to the defender, or remaining where he is. Neither the movement of the defender or

Dodge

	Defender's Roll (Dodge Skill)		
Attacker's Roll (Weapon Skill)	*Failure*	*Success*	*Critical Result*
Failure	Attack succeeds as normal	Attack fails	Attack fails; attacker Overextended
Success	Attack succeeds as normal	Attack succeeds but inflicts minimum damage; defender forced to Give Ground	Attack fails
Critical Result	Attack succeeds and becomes critical hit	Attack succeeds as normal	Attack succeeds but inflicts minimum damage; defender forced to Give Ground

the attacker cost any Combat Actions or Reactions in this case.

If the defender cannot Give Ground their full Movement, they will move as far as possible and then stop.

Overextended

This imposes a –20% penalty on the next Reaction the attacking character takes. As soon as the Overextended character performs another Combat Action, he recovers from his Overextension.

Parry

Trigger Event: A successful close combat attack being made against the character.
Restrictions: Helpless characters may not parry. Ranged attacks may not be parried.
Improvisation: Parrying with improvised items, such as crossbows or fallen logs, is usually done using the Shield Skill, though the Games Master may decide a particular Weapon skill is more appropriate in other cases (such as the Club skill for tree branches).

A parry opposes the attacker's Weapon skill to the target's Weapon skill (if parrying with a weapon) or Shield Skill (if parrying with a shield), in a roll similar to an opposed skill test. The attacking and defending players each roll D100 and compare their results on the Parry table.

Attack Succeeds as Normal: The parry attempt failed and the attack resolves damage as normal.

Attack Succeeds and becomes Critical Hit: The attack is upgraded to a critical hit.

Attack Fails: The attack is considered to have missed and therefore causes no damage.

Attack Succeeds but AP of Parrying Weapon/Shield is Deducted from Damage: The attack still causes damage, however the damage is reduced by the AP of the parrying weapon or shield. The amount deducted from the attack's damage may also be the ½ or double the parrying weapon/shield's AP, depending on the specific result on the Parry table.

Attack Fails; Defender may Riposte: The attack is considered to have missed and therefore causes no damage. The attacker has also left himself wide open for a Riposte, which the defender may immediately take advantage of.

Riposte

A Riposte is a free attack against the attacker. In order to make the free Riposte attack, the defender must have an available Reaction to spend.

Free Attacks

Vlespeen wandered away to where Agonovos had fallen; perhaps to gloat over the corpse. A moment later, they heard him scream and turned to see the body of the sorcerer, brandishing the sword that had slain him, walking stiffly towards the long-legged man. The sword ripped upwards into Vlespeen's stomach, and his legs collapsed under him, jerked like a puppet's, and then were still… From within the helm came a dry chuckle. 'Fools! I have lived for nine hundred years. In that time, I have learned how to cheat all forms of death.'
– The Mad God's Amulet

Parry

	Defender's Roll (Weapon or Shield Skill)		
Attacker's Roll (Weapon Skill)	*Failure*	*Success*	*Critical Result*
Failure	Attack succeeds as normal	Attack succeeds but 2xAP of parrying weapon/shield is deducted from damage	Attack fails; defender may Riposte
Success	Attack succeeds as normal	Attack succeeds but AP of parrying weapon/shield is deducted from damage	Attack succeeds but 2xAP of parrying weapon/shield is deducted from damage; defender may Riposte
Critical Result	Attack succeeds and becomes critical hit	Attack succeeds but ½ AP of parrying weapon/shield is deducted from damage	Attack succeeds but AP of parrying weapon/shield is deducted from damage

Trigger Event: Free attacks are made in response to certain adjacent enemy actions.
Restrictions: Helpless characters may not make free attacks. Free attacks must always be close combat attacks.

The following situations will grant a free attack, as long as the reacting character is adjacent to the acting enemy:

- If the enemy makes a ranged attack. If the free attack causes damage, the ranged attack fails.
- If the enemy casts a spell. If the free attack causes damage, the caster must make a Persistence test or the spell fails.
- If the enemy readies a weapon. If the free attack causes damage, the enemy must make a Dodge test or drop the weapon instead of readying it.
- If the enemy stands from prone. If the free attack causes damage, the enemy must make an Athletics test or remain prone.
- If the enemy moves away from the character without using the Fighting Retreat Combat Action. If the free attack causes damage, the enemy's Movement for that particular move is halved.
- If the enemy moves adjacent to the character without using the Charge Combat Action (which must be targeted at the character). This includes enemies who move through an adjacent area to the character en route to a further destination.
- If the enemy leaves himself open for a Riposte.

Free attacks are always single close combat attacks – they may not be charges, flurries or precise attacks. Enemies may parry or dodge free attacks with Reactions as normal.

Dive

Trigger Event: An area effect taking place that encompasses the character.
Restrictions: Helpless characters may not dive. Targeted attacks may not be evaded with a dive. A character that has nowhere to dive to may not dive. A prone character may not dive.
Penalties: A mounted character may not dive and remain mounted. A mounted character may dive with a –30% penalty to Dodge Skill, but automatically dismounts when he does so.

To dive for cover against an area attack, a character must succeed in a Dodge Skill test. If successful, he will halve the damage dealt by the attack. A critical success avoids all damage dealt by the attack.

Any character that attempts a dive, whether successful or not, becomes prone.

Ranged Weapons

From the remaining ranks of infantry, arrows flew thickly towards them and flame-lances sent searing fire. Count Brass's archers retaliated, and his flame-lancers also returned the attack. Arrows clattered on their armour. Several men fell. Others were stuck down by the flame-lances. Through the chaos of fire and flying arrows, the infantry of Granbretan steadily advanced, in spite of depleted numbers. They paused when they came to the swampy ground, choked as it was with the bodies of their horses, and their officers furiously urged them on.
– The Jewel in the Skull

Ranged weapon attacks are usually initiated through the Ranged Attack Combat Action. Ranged attacks may not be used as part of a charge or flurry. Regardless of the specific Combat Action that initiates the attack, all ranged attacks are handled in same manner as close combat attacks, with the following exceptions:

Loading Ranged Weapons

While readying most ranged weapons takes only a single Combat Action, others take more than one Combat Action to reload.

Range: A target within the weapon's Range may be attacked without penalty. A target within double the weapon's Range may be attacked, but the attacker's effective Weapon skill is halved (before other modifiers are applied). Attacks against targets beyond twice the weapon's Range automatically fail.

Dodging and Parrying: The target may attempt to dodge the attack, but may not normally parry it.

Precise Attacks: A character may not attempt to disarm targets with ranged attacks, nor may he attempt to strike a target's weapon or shield. Precise ranged attacks made to bypass armour or hit a specific location operate normally.

Ranged Attack Situational Modifiers

Situation	Skill Modifier
Wind[1]	
Strong wind	–10%
High wind	–20%
Fierce wind	–40%
Hurricane	Attack automatically fails
Target Movement[1]	
Target has moved 10m or more since attacker's last Combat Action	–10%
Target has moved 30m or more since attacker's last Combat Action	–20%
Target Visibility[1]	
Target obscured by smoke, mist or is in partial darkness	–20%
Target obscured by thick smoke, fog or is in darkness	–40%
Target Size[1]	
Per 1 SIZ target is under SIZ 5	–10%
Per 10 SIZ target is above SIZ 20	–10%
Target Condition[1]	
Target is helpless	+10%
Target surprised[2]	+10%
Target prone	–20%
Attacker Condition[3]	
Attacker is prone	–20%
Attacker is underwater[4]	–20%
Attacker is on unstable ground	–20%
Attacker is blinded	–40%

[1] Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a –20% penalty.
[2] A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.
[3] Attacker condition modifiers are cumulative.
[4] Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

Flame-lances can be used to make especially damaging precise attacks – see page 80.

Cover

If a target is in cover or partially covered by an object, any attack that hits a covered location will instead hit the object. Cover affects both ranged and close combat attacks.

Firing into a Crowd

When firing into a crowd, the Games Master will determine which locations of the target have cover from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If a covered location is hit by the attack, the firer has hit one of the individuals adjacent to the target. The accidental target may use Reactions against this attack as normal. If the attack damages the accidental target, roll the hit location randomly.

If the accidental target successfully dodges a ranged attack, the projectile continues on its original path and may strike the intended target. The intended target may use Reactions against this attack as normal.

A character may not make a precise attack when firing into a crowd.

Damage

The flame-lances did not cease, but they were getting closer and closer to one of the towers now. D'Averc straightened in his saddle.

'Kamargians! I bring you Hawkmoon, who will–' and fire splashed him. He flung up his arms, cried out, and began to topple from his saddle. Hawkmoon hastily drew alongside, steadying the body. The armour was red-hot, melted in places, but D'Averc seemed not wholly dead. A faint laugh came from the blistered lips. 'A piece of serious misjudgement, linking my fortunes with yours, Hawkmoon…'
– The Red Amulet

When a character successfully scores damage against a target, the damage must be deducted from a specific hit location. Every weapon has a damage rating, which is listed in its statistical entry in the relevant Weapons

table in the Equipment chapter. This is the amount of dice rolled when the weapon successfully hits a target, to which is added the attacker's Damage Modifier.

Hit Locations

A successful attack will damage a specific hit location. To determine which location has been hit, roll 1D20 and compare the number rolled with the Humanoid Hit Location table.

Humanoid Hit Location

D20	Hit Location
1–3	Right Leg
4–6	Left Leg
7–9	Abdomen
10–12	Chest
13–15	Right Arm
16–18	Left Arm
19–20	Head

The amount of damage is deducted from the hit points of this location. So long as the location has hit points remaining, the character will suffer no further effects. If the location is reduced to zero hit points or less, then the character is injured:

Location's Hit Points reduced to 0

The location has suffered a Minor Wound. The location will be permanently scarred and the character loses his next Combat Action.

Location's Hit Points reduced to -1 or more

The location has suffered a Serious Wound. The location is permanently scarred and the character loses his next 1D4 Combat Actions.

Limbs

A limb will be rendered useless by a Serious Wound, until the location is restored to 1 hit point or more, or if the character receives First Aid. If a leg is rendered useless, the character drops prone.

Abdomen, Chest or Head

A character with either the Abdomen, Chest or Head suffering a Serious Wound must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid.

Location's Hit Points reduced to a negative score greater than its starting Hit Points

The location has suffered a Major Wound. The location is permanently scarred and the extent of the injury may well permanently maim or kill the character.

Limbs

A limb will be either severed or mangled by a Major Wound. The character drops prone and must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid. If the location does not recover within a number of Combat Rounds equal to the character's CON+POW, the character dies from blood loss and shock.

Abdomen, Chest or Head

A character with either the Abdomen, Chest or Head suffering a Major Wound must immediately make a Resilience test or die. If the character lives, another Resilience test must be made to stay conscious. Both tests will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid. If the location does not recover within a number of Combat Rounds equal to *half* the character's CON+POW, the character dies from blood loss, shock and internal injuries.

One Useless or Missing Arm

A character that has one arm rendered useless drops anything held in that arm's hand. The character may not use any weapon that requires two hands, such as great axes or bows. They also suffer a –20% penalty to any Skill that normally relies upon using two arms or hands, such as Athletics tests to swim or Boating tests to paddle.

Two Useless or Missing Arms

A character that has both arms rendered useless drops anything held in either arm's hand. The character may not use any weapon. Most Skills based on STR or DEX are impossible, though some (such as Athletics and Dodge) only suffer a –30% penalty.

One Useless or Missing Leg

A character that has one leg rendered useless may only stumble along. This halves their Movement score. They

also suffer a –10% penalty to any Skill that relies upon physical mobility, such as Athletics, Dodge, Stealth and Weapon skills.

Two Useless or Missing Legs

A character that has both legs rendered useless may only crawl – their Movement is reduced to 1 metre and they will be prone until at least one leg is restored. Most Skills that rely upon physical mobility are impossible, though some (such as Dodge and Stealth) only suffer a –30% penalty.

Knockback

But Count Brass, looking up from the body of his last opponent (who had slain his steed and thus left the count on foot), saw the three barons riding down on him and took his broadsword in both hands and, as their horses reached him, he swung the word, cutting the legs of the horses from under them so that each baron was flung forward over his horse's head and landed in the churned mud of the battlefield, whereupon Count Brass dispatched Adaz Promp in a very undignified position in the rear, lopped off the head of Mygel Holst (whom he had almost slain once before) as the Goat baron begged to be spared, and by this time had only the Bull, Saka Gerden, to deal with.
– The Runestaff

Knockback can occur when a character is hit by ranged or close combat attacks.

Knockback occurs after Reactions have been completed, but before armour points are deducted from the attack's damage. If the damage at this point exceeds the target's SIZ, the target is knocked backwards 1 metre by the force of the attack.

For every five full points the damage exceeds the target's SIZ, they are knocked back an additional metre.

A character that suffers from Knockback must also succeed at an Acrobatics test or fall prone.

If a character is knocked back into a wall or other solid object, he must make a Dodge Skill test or suffer 1D4 damage to a random hit location as they slam into the obstruction.

If the character who caused the damage did so as part of a Charge Combat Action, the distance the target is knocked back is doubled.

Mounted characters suffering from Knockback can add the SIZ of their mount to their own if they make a successful Riding Skill test. If this roll is failed, only the character's own SIZ is used and any Knockback will cause him to be knocked off his mount.

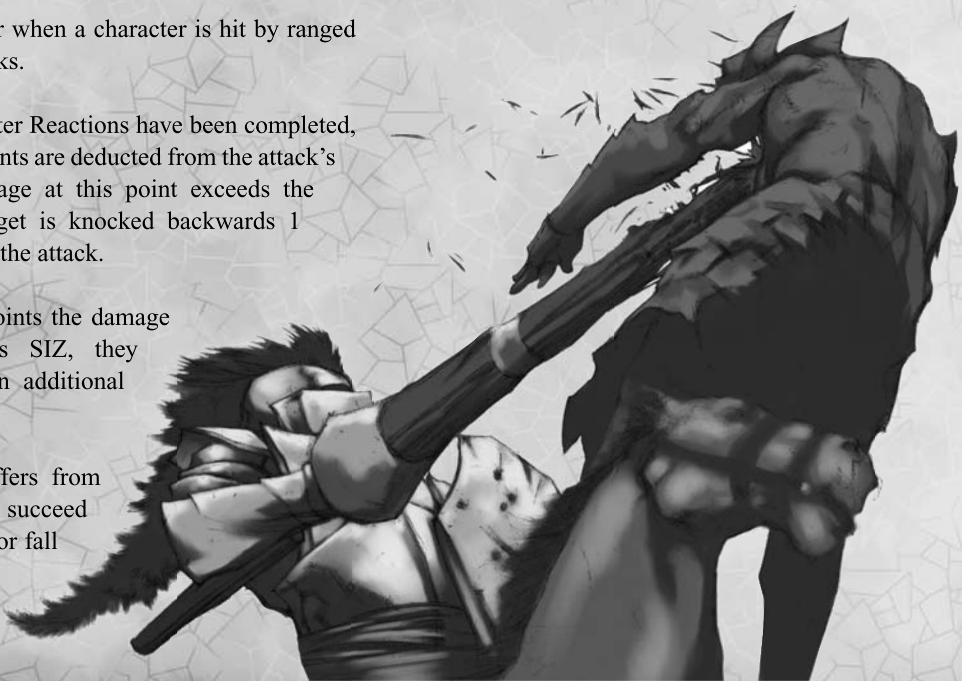
Two Weapon Use

A character wielding two weapons or a weapon and a shield may use the off-hand item to either:

- Parry one additional attack per Combat Round (over and above the normal Reaction allowance).

OR

- Gain a single bonus Close Combat Attack action. This bonus attack may not be a precise attack and suffers a –20% penalty to the relevant Weapon or Shield skill.



Unarmed Combat

The dance of death went on as they wrestled, chest to chest, to deal the finishing cut. Their breath groaned from their throats, their bodies ached with weariness, but fierce hatred glared from both pairs of eyes still and would glare on until one or both became glazed in death…

Meliadus's arm trembled as Hawkmoon tried to force it back and make the hand release his wrist. His own free hand was weakening on Meliadus's forearm, for this was his weakened side. Despairingly, Hawkmoon brought his armoured knee up into Meliadus's armoured groin and shoved. The baron staggered. His foot caught in the harness of one of the slain, and he fell. Trying to struggle up, his became worse entangled, and his eyes filled with fear as Hawkmoon slowly advanced, himself only barely able to remain upright.
– The Jewel in the Skull

If an unarmed attack is parried by a crafted or natural weapon, the attacker will immediately suffer the rolled damage of the parrying weapon, with no damage modifier, to the limb he is using. This is in addition to the normal effect of the parry.

Natural Weapons

Natural weapons such as the teeth and claws of monsters are counted as weapons and not unarmed attacks. The damage they deal is listed in the monster's description. They may parry other natural weapons or unarmed attacks, but not crafted weapon attacks.

Grappling

A grapple attack is made in the same way as a normal unarmed or natural weapon attack but must be declared as such before any dice are rolled.

Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes his Unarmed Skill to the target's Unarmed Skill (if parrying with a weapon) or Shield Skill (if parrying with a shield), in a roll similar to an opposed skill test. The attacking and defending players each roll D100 and compare their results on the Parry table.

Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes an Unarmed skill test to the target's Unarmed skill, Weapons skill or Dodge skill (target's choice), in a roll similar to an opposed skill test. The attacking and defending players each roll D100 and compare their results on the Grapple table.

Grapple Fails: The grapple attempt fails and the attack is considered to have missed.

Grapple Succeeds: The grapple attempt is successful and the two combatants are now grappling.

Grapple Succeeds; Attacker may immediately make Immobilise or Throw attempt (attacker's choice): The two combatants are now grappling and the attacker may immediately follow up on this success by attempting either a Throw or Immobilise manoeuvre.

Grapple

	Defender's Roll (Dodge, Unarmed or Weapon Skill)		
Attacker's Roll (Unarmed Skill)	*Failure*	*Success*	*Critical Result*
Failure	Grapple fails	Grapple fails	Grapple fails; defender may Riposte
Success	Grapple succeeds	Grapple fails	Grapple fails; defender may Riposte
Critical Result	Grapple succeeds; attacker may immediately make Immobilise or Throw attempt (attacker's choice)	Grapple succeeds	Grapple fails; defender may Riposte

Grapple Fails; Defender may Riposte: The attack is considered to have missed and therefore causes no damage. The attacker has also left himself wide open for a Riposte, which the defender may immediately take advantage of.

Martial Arts
A character with Martial Arts may use his Martial Arts Skill rather than any other skill in the grapple rules.

Grappling Combatants
Grappling combatants will remain locked together until one combatant breaks free or is thrown out of the grapple. Grappling combatants suffer a –20% penalty to any tests that do not target or directly respond to their grapple partner. Grappling combatants may not use Reactions.

A grappling combatant is restricted to the following special Combat Actions.

Break Free: To break out of a grapple, the character makes a grapple attempt, designating himself as the defender. The character may only use the Unarmed Skill or a Natural Weapon skill in this case. Compare the opposed results on the Grapple table – a result of 'grapple fails' means the character has succeeded in breaking free and the combatants are no longer grappling, though they will be adjacent.

Immobilise: While immobilised, enemies are considered helpless. It takes a successful Unarmed Skill test to immobilise an opponent – this test suffers a penalty equal to the opponent's DEX+STR.

Inflict Pain: It takes a successful Unarmed Skill test to inflict pain – this test suffers a penalty equal to the opponent's DEX+CON. If this skill test succeeds, the damage is 1D6 + damage modifiers and applies to a random location.

Throw: It takes a successful Unarmed Skill test to throw an opponent – this test suffers a penalty equal to the opponent's DEX+SIZ. If this skill test succeeds, the opponent is thrown 2 metres and suffers 1D6 damage, applied to a random location. The grapple ends in this case.

Mounted Combat

Three half-armoured swordsmen ran towards Hawkmoon. He yanked his horse sideways and swung his broadsword left and right, meeting their blades and striking one from its owner's hand. The other two pressed in, but Hawkmoon chopped at a wrist, severing it. The remaining warrior backed away, and Hawkmoon lunged at him, his sword piercing the man's breast.

The horse reared, and Hawkmoon fought to control it…
– The Jewel in the Skull

Untrained Mounts
The rider of a mount unused to combat must make a Riding skill test at the start of each Combat Round.

Failing this test will cause the horse to automatically use the Flee Combat Action at every opportunity for the remainder of the Combat Round.

Succeeding this test allows the horse to be treated as a trained mount for the remainder of the Combat Round. A mounted adventurer can use no weapon at a Skill level greater than his Riding skill score.

A mounted warrior has a +20% bonus to his attacks and parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a –20% penalty to his Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted warrior is prohibited from using weapons dependent on a 2H Weapon skill, Polearm or Staff while mounted.

A mounted character uses his mount's Movement score when moving rather than his own.

Hit Locations in Mounted Combat
Unless a mounted combatant is using a weapon dependent on the Spear skill, re-roll the location for all Leg hits by mounted attackers against opponents on foot.

Unless a foot soldier is using a weapon dependent on the Spear, Polearm or a 2H Weapon skill, re-roll the location for all Head hits by foot soldiers against mounted combatants.

Vehicle Combat

Looking behind him, Hawkmoon saw the scarlet flamingos sweeping upward, their graceful flight exceedingly beautiful in comparison with the clumsy motions of the metal ornithopters that parodied them. Soaring into the sky, the scarlet flamingos, with their riders in their high saddles, each man armed with a flame-lance, wheeled towards the brazen ornithopters.

Gaining height, the flamingos were in the better position, but it was hard to believe they would be a match for the machines of metal, however clumsy. Red streamers of flame, hardly visible from this distance, struck the sides of the ornithopters, and one pilot was hit, killed almost instantly and falling from his machine.
– The Jewel in the Skull

There is a chance that any ranged attack on a vehicle hits the crew instead. As a general rule, if an attack hits, roll 1D6 – if the result is equal to or lower than the vehicle's Hull score, then the vehicle is struck by the attack. If it is higher than the Hull value, then the crew are hit. Some attacks, like explosions, will hit both crew and vehicle at the same time. Some vehicles are fully enclosed despite having a Hull score of less than six, or are open despite being very tough – such exceptions are noted in the description of individual vehicles.

A Precise attack with a ranged weapon allows its fire to be directed specifically at crew or the vehicle.

The motion of a vehicle or ship will interfere with attacks, giving a –20% penalty on average to attacks from a moving vehicle.

Fast-moving Combat

Battles between ornithopters and other flying combatants (like flamingo-riders) involve lots of jockeying for position, swift turns, dodging and breakneck manoeuvres. This sort of combat also applies to running fights on horseback, chases in alleyways and so on. For situations where mapping the combat would be tiresome because of the combatants constantly moving, but where position is still important, use the following abstract rules.

- **Movement:** Characters move as normal, but the important thing to keep track of is range between the combatants, not actual position in space.

- **Tailing:** In such fights, there is often a position that holds a considerable advantage over others, such as being directly behind an enemy in an aerial dogfight. If such a position exists in the current fight, then a character can attempt to move into that position as a normal move, charge or sprint, as long as the enemy is within range. Both characters make opposed rolls (using the appropriate skill, such as Riding or Pilot Ornithopter or Athletics); if the current active character wins, then he is now tailing his foe.

  While tailing a foe, the attacker may move as a *Reaction* to the enemy's movement. He also gains a +10% bonus to any ranged attacks made against the enemy.

- **Throwing Off A Tail:** A character who is being tailed may attempt to throw off a tail as a Combat Action. Again, both characters make opposed rolls using the appropriate skill. If the defender wins, then the other character is no longer tailing the defender.

Note that it is possible to get a chain of combatants tailing each other.

Adventuring

'We'll purchase horses *at Karlyle,' he said, 'we have credit there.' He turned to his son. 'Tell me Mandred, what you remember of your adventures?' He tried to disguise a certain anxiety for his son. 'Do you remember a great deal?'*

'No, father,' said Manfred kindly, 'I remember very little.' And he ran forward, and, taking his father's hand, led him towards the distant shore.
– The Quest for Tanelorn

Fate

'The Runestaff pulsed, exerting its influence over thousands of miles to involve the destinies of some several human souls of disparate character and ambitions…'
– The High History of the Runestaff

Some people – the Player Characters amongst them – are marked by Fate. Theirs is a special destiny, a purpose beyond the norm. They may be aware of their special nature, or try to deny it, but however they react and whatever they do, their fate will ensure that a life of adventure, chaos, suffering and wonder is theirs. They are the axis on which the world turns.

A character starts with an initial Fate equal to his ½ his POW, rounded down.

Characters should also keep track of their *Total* Fate, which is the sum of *all* the Fate points earned over the course of their adventures.

Benefits of Fate

'How did you survive the great leap? I had imagined you dashed to death beneath the tower!'

'By rights I should have been,' Oldahn agreed, 'if I had not been arrested by ghosts in midfall.'
– The Mad God's Amulet

A character can spend Fate in five ways:

- **Destined to Succeed:** By spending one Fate point, a character can gain a +50% bonus to his skill total for the purposes of a single roll. This ability can only be used once per roll.

- **Second Chance:** By spending one Fate point, the player may cause any one dice roll affecting the character to be re-rolled. This can be an attack roll, damage roll, skill check or any other roll. He can even cause enemies to re-roll their checks.

- **Seal Fate:** Alternatively, a character can spend a Fate point to reverse another character's use of Second Chance, reverting the roll to its original result. A character cannot use Second Chance again on the same roll if it has been locked with Seal Fate.

- **Glancing Blow:** A character can spend a Fate point to turn a Major Wound into a Serious Wound. This must be done when the wound is suffered. The damage is reduced so that the location is at a negative hit point total equal to its starting hit points (i.e., just below the threshold for a Major Wound).

- **Cheat Death:** A character can spend five Fate points to avoid dying, even in the most fatal of circumstances. A character hurled off a mountainside might land in a soft snowdrift, a character slain on a battlefield might cling to life and awaken days later in a pile of corpses and so forth. Events conspire to spare the character for a later destiny.

Fate Check

Characters with a high Fate attract unusual circumstance, both good and bad. The Games Master may call for a Fate Check, which is a percentile roll against the character's Total Fate. If the character succeeds, then fate has caught notice of him in some fashion. For example, if a group of characters are wandering a city, then the Games Master might call for a Fate check. The character who rolls the lowest is the one to be accosted by the strange old woman, who seizes him by the arm and prophesies doom unless the lord of the city is slain by nightfall…

Players may also call for Fate checks if they wish, in times when they lack direction or focus. For example, a character stuck on a drifting raft might make a Fate check instead of floating aimlessly for weeks on the current. There is no guarantee that whatever his Fate summons up will be any better than a dull eternity of thirst and exposure at sea, but it will certainly be more interesting!

Regaining Fate

A character regains 1-3 Fate points at the completion of an adventure.

Gaining Fate

And in his dark carriage, as it bumped through the night towards the northern borders of the Kamarg, Baron Meliadus spoke aloud to himself and swore an oath by the most mysterious and sacred object he knew. He swore by the Runestaff (that lost artefact said to contain all the secrets of destiny) that he would get Count Brass into his power by any means possible, that he would possess Yisselda, and that the Kamarg would become one great furnace in which all who inhabited it would perish.

This he swore by the Runestaff, and thus the destiny of Baron Meliadus, Count Brass, Yisselda, the Dark Empire and all who were now and would later be concerned with the events in Castle Brass was irrevocable decided.
– The Jewel in the Skull

Characters can increase their Fate scores in three ways:

- **Artefacts and Titles:** A character who takes up an especially potent artefact (like the Red Amulet or the Sword of the Dawn) instantly gains a number of Fate points. Similarly, certain noble titles and purposes can give a character Fate. Being knighted, for example, should reward the character with a few Fate points. Anything that raises the character's profile and importance in the game and opens up new narrative avenues should be marked with Fate. For example, if a character becomes lord of a domain, he has new responsibilities and new adventures can revolve around the character's duties in the domain. A character only gains the Fate once per title level (so a Hero who becomes a Knight does not gain any more Fate points). A character could gain a minor title in only one or two game sessions. Gaining an average title might be a turning point in a campaign, and a major title might be the whole goal of a character's life.
- **Oaths:** Swearing an oath or promising to do a deed can increase a character's Fate, commensurately with the size and potency of the oath. Swearing on the Runestaff doubles the Fate gain. A character can only swear one oath per game session, and must fulfil it before making another.

Sample Titles & Oaths	Fate Increase
Minor Titles: Hero of a village, Victor in a battle	+1
Average Titles: Knight, Baron, Chieftain	+2
Major Titles: Count or Duke, Religious Leader, Grand Constable	+4
Exalted Titles: Archduke, Messiah, Champion of the Runestaff	+6
Minor Oaths: "I'll slay that Granbretanian dog!' 'I'll save your wife from the bandits!'	+1
Major Oath: 'I'll find my lost sister!' 'I'll slay Baron Meliadus, or he shall slay me!'	+3
Terrible Oath: 'I'll destroy the Dark Empire!'	+6

Destinies & Dooms

'Curse the Runestaff! It has brought ruin on Granbretan!'
– The Runestaff

Having too high a Fate score is dangerous, as is the swearing of Oaths, as it draws the attention of destiny. If a character has a Total Fate score of 50 or more, then he has drawn the attention of destiny. The oath is now his doom. From that point on, his doom is inexorable. Fate will conspire to bring his oath to fulfilment in some fashion – and not always in the way the character hoped.

A character can reject this destiny, by breaking his oath or otherwise avoiding fate, but doing so causes the character's current Fate to drop to zero.

A character with a Total Fate score of 50 or more and no active Oaths does not generally have a doom, but could pick one up even without swearing an oath – prophecies and omens could give the character a doom. The Games Master should arrange events so that dooms force the characters to risk everything. Treat them as challenge multipliers – if a situation is already dire and difficult, and it seems like the characters are in real trouble, *that* is when the character's doom arrives.

Oaths, Foreshadowing & Omens

'I told you – there are no coincidences where the Runestaff is involved.'
– The Mad God's Amulet

A good oath should be a little ambiguous. The Games Master should try to come up with an interesting fulfilment of the oath, if it has attracted the attention of destiny. For example, a character who swears to win the hand of a beautiful princess might find himself faced with a choice between marrying his love, then dying to the Granbretanian forces besieging her castle, or letting his love marry a Granbretanian lord instead so that both character and princess get to survive.

Not every oath has to be something publicly sworn by the character. For example, Hawkmoon says that '*it's not my fate, I think, to be killed by Granbretan*'. That could be taken as an Oath if both player and Games Master agree.

A character can choose *not* to gain Fate points for completing an adventure if he wishes.

An Example of Fate

Sebastian is a young Guardian in the Kamarg. He has a POW of 10, so he starts with five Fate points and a Maximum Fate of 5. He is sent by Count Brass to deal with a baragoon nest in the swamps. In the course of the fight, Sebastian spends one Fate point to stop one baragoon from ripping his arm off (turning a Major Wound into a Serious Wound), and another two points to re-roll his attacks (turning missed flame-lance attacks into a hit, and turning baragoons into a crispy corpse). He now has two Fate points remaining, and a Maximum Fate of 5.

The largest and nastiest of the baragoons escaped, though. Wanting to increase his Fate, Sebastian swears that he will kill that baragoon, or it will kill him. This is a Major Oath for young Sebastian, as the baragoon was a very dangerous foe. Sebastian gains three Fate points, applying to both his current and Maximum Fate. He now has a current Fate of 5 and a Maximum fate of 8. He also gains another two fate points for finishing the adventure.

Several adventures later, Sebastian is ambushed by Dark Empire forces. He is defeated in battle, but spends five Fate points to be left for dead instead of slain. While he lies there in the mud, stripped of his armour and weapons, and severely wounded… he hears something slithering towards him. The baragoon has returned, and its time for him to kill it or die trying…

Order, Chaos and the Balance

The Warrior in Jet and Gold stepped forward and touched Malagigi upon the shoulder. 'You know me, sorcerer?'

Malagigi nodded. 'Aye, I do.'

And you know the Power I serve?'
– The Jewel in the Skull

A character with a Maximum Fate score of 100 or more is automatically a player in the cosmic game of Law and Chaos. He may find himself transported to other worlds as the Multiverse demands, and find his freedom of action even more constrained. Servants of Chaos gain one positive and one negative mutation instantly (see pages 20-21). Servants of Order tend to receive either magical tools or a guide to aid them in their service. More detail rules on travelling the dimensions can be found in the *Granbretan* supplement.

Movement

The flamingo was surprisingly easy to ride…
– The Jewel in the Skull

The Movement table shows how far characters with a variety of Movement scores can travel over various periods of time. Groups of characters travelling together will move at the speed of the slowest member.

Movement in combat assumes a character is moving as fast as possible given his particular Combat Action. Movement over any period other than combat (minute or longer) assumes a character is walking at a sustainable

Movement

Time Period	Movement 1m	Movement 2m	Movement 3m	Movement 4m	Movement 5m	Movement 6m
Combat Action	1m (2m if running)	2m (4m if running)	3m (6m if running)	4m (8m if running)	5m (10m if running)	6m (12m if running)
Minute	12 (24m if running)	24m (48m if running)	36m (62m if running)	48m (96m if running)	60m (120m if running)	72m (144m if running)
Hour	0.7km	1.4km	2.2km	2.9km	3.6km	4.3km
Day (12 hours)	8.4km	16.8km	26.4km	34.8km	43.2km	51.6km

rate, though it is possible to run instead. This sustainable walking is considered light activity, though a full day (12 hours) of walking will count as medium activity.

Running

Running is easy enough for short periods; a character can run for a number of minutes equal to his CON before suffering from any tiredness. Once this time period has elapsed, the running counts as medium activity.

Terrain & Weather

Movement rates can be hindered by terrain and other adverse conditions such as wind, rain and hail. These conditions are divided into three categories, Slight, Moderate and Great Adversity.

Slight Adversity: Reduce the character's distance moved by 25%.

Moderate Adversity: Reduce the character's distance moved by 50%.

Great Adversity: Reduce the character's distance moved by 75%.

Chases & Pursuits

If a character succeeds at a Difficult (–20%) Athletics test, they may treat their Movement as one higher than normal for a single Combat Action or minute.

Sprinting is very tiring when chasing and counts as heavy activity.

If mounts are being used by characters in a pursuit, then the Athletics skill of the mount should be used rather than that of the character.

Illumination & Darkness

Night Sight allows the character to treat partial darkness as illuminated and darkness as partial darkness. Nocturnal creatures usually possess this ability.

Illuminating Items

Example	Radius
Candle or embers	1m
Flaming brand or lantern	3m
Campfire	5m
Bonfire	10m

Illumination & Darkness

Environment is…	Example	Effects
Brightly Illuminated	Blazing summer day, shrine holding a rune of Light.	+10% to Perception tests to spot hidden characters or items
Illuminated	Heavily candlelit room, overcast day, within radius of illuminating item.	None.
Partial Darkness	Cavern mouth, misty day, within 3 x radius of illuminating item.	–20% to vision-based Perception tests.
Dark	Large cavern illuminated only by embers, foggy day, within 5 x radius of illuminating item.	–40% to vision-based Perception tests. Movement penalised by –1m.
Pitch Black	Sealed room with stone walls, cavern many kilometres underground, mountaintop whiteout, shrine holding a rune of Darkness.	Perception tests reliant on vision impossible, as are ranged attacks. –60% to close combat attacks. Movement halved.

Fatigue

Around them the battle continued, with Queen Frawbra's forces driving the enemy farther and farther back. Now none fought near the two men and only corpses surrounded them.

Dawn was beginning to touch the sky.

Hawkmoon raised his dagger. Now his head was swimming. He flung himself at the baron, then felt a great weakness seize him, and the dagger dropped from his hand.

Blindly, he groped for the weapon, but consciousness was going. He gasped with anger, but even that emotion was ebbing. Fatalistically, he knew that Meliadus would now be able to kill him at the very moment of his triumph.
– The Jewel in the Skull

Physical activity is divided into three categories; light, medium and heavy. The length of time a character can engage in physical activity without running the risk of becoming Exhausted is determined by his CON. Once this time has elapsed, a character must begin to make skill tests in order to resist the effects of exhaustion.

Light Activity: Characters never risk Fatigue while engaging in light activity.

Medium Activity: Includes running, fighting in combat, climbing or swimming at a rapid rate. A character can engage in medium activity for a number of minutes equal to his CON before risking Fatigue. Once this time has elapsed, the character must immediately make a Simple (+20%) Athletics test or begin suffering the effects of Fatigue. So long as the activity continues, he must make another Simple (+20%) Athletics test every time a number of minutes equal to the character's CON elapse.

Heavy Activity: Includes back-breaking manual labour, sprinting and climbing at a rapid rate. A character can engage in heavy activity for a number of Combat Actions equal to his CON score before risking Fatigue. Once this time has elapsed, the character must immediately make a Normal (+0%) Athletics test or begin suffering the effects of Fatigue. So long as the activity continues, he must make another Normal (+0%) Athletics test every time a number of Combat Actions equal to the character's CON elapse.

Effects of Fatigue

If a character fails a test while engaged in medium or heavy activity, he will begin to show Fatigue. Every time a Fatigue test is failed, the character will drop down one level of Fatigue, as shown on the Fatigue Levels table.

Fatigue Levels

Level of Fatigue	Effects
Fresh	None.
Winded	All skill tests (including further tests to resist Fatigue) suffer a –10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a –20% penalty. Movement suffers a –1m penalty.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a –30% penalty. Movement suffers a –1m penalty. Strike Rank suffers a –2 penalty.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a –40% penalty. Movement is halved. Strike Rank suffers a –4 penalty. DEX is considered 5 points lower for the purposes of determining Combat Actions. Character must make a Persistence test every minute or fall unconscious for 1D3x2 hours
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a –50% penalty. Movement is halved. Strike Rank suffers a –6 penalty. DEX is considered 10 points lower for the purposes of determining Combat Actions. Character must make a Difficult Persistence test every Combat Round or fall unconscious for 1D6x2 hours.

Time & Fatigue

Once a character has been awake for 10+CON hours, they must make a Persistence test or drop one Fatigue level. This test must be repeated for every hour the character remains awake.

Recovering from Fatigue

A character will move up one level of Fatigue for every two hours of complete rest or four hours of light activity. A successful First Aid or Healing test can raise a character by one level of Fatigue once per day, but cannot raise a character above Winded.

Exposure, Starvation & Thirst

A character can normally survive for a number of hours equal to his CON before suffering from exposure.

A character can survive for a number of days equal to his CON before becoming starved, though after three days they will begin to suffer a –10% penalty to Fatigue tests.

A character can survive for a number of hours equal to his CON x 4 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 3 or even CON x 2.

Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately doubles to –20%. In addition, the character will automatically suffer one point of damage to all locations every day, for every condition he is experiencing. Natural or magical healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural or magical healing to take place.

Healing

'Well, then, I must hope your sorcery lasts long enough to sustain me for just a little while. I will leave your lands, Count Brass, and go to Valance to join the army there. It gathers against Granbretan and cannot win, but at least I will take a few of the King-Emperor's dogs with me, by way of vengeance for all they did to me.'

Count Brass smiled wryly. 'I give you back your life and immediately you decide to sacrifice it.'
– The Jewel in the Skull

Healing can be performed in one of three ways – using the First Aid skill, through sorcery, or through natural healing, resting while the injuries heal themselves.

Natural Healing

A character's injured locations (any location that has 0 hit points or more) regain one hit point per 24 hours, as long as the character does not engage in anything more than light activity.

A character's badly injured locations (any location that has –1 or fewer hit points or more) regain one hit point per location per day, as long as the character does not engage in anything more than light activity, and the character succeeds at a Resilience test.

Natural healing will not heal a Major Injury until that location has either been treated with a successful Healing test or magical healing has been applied.

Encumbrance

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, though some items are too small or light to have an ENC score. Characters can usually ignore the effects on Encumbrance that these have unless they start carrying a lot of them – assume that an average of 20 such items will equal 1 ENC, so long as the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to his STR+SIZ without penalty.

Overloading

A character carrying total ENC greater than his STR+SIZ is Overloaded.

Overloaded characters suffer a –20% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a –20% penalty to all Fatigue tests.

A character cannot carry more than twice his STR+SIZ in ENC.

Falling

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

Falling Distance

Distance Fallen	Damage Taken
1m or less	No damage.
2m to 5m	D6 points of damage to a random location
6m to 10m	2D6 points of damage, each D6 applied to a randomly rolled location
10 to 15m	3D6 points of damage, each D6 applied to a randomly rolled location
16m to 20m	4D6 points of damage, each D6 applied to a randomly rolled location
+5m	+1D6 damage

As long as the character was not surprised, they may attempt an Acrobatics test to mitigate falling damage – a successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 hit points in a location due to the fall, the character lands safely and is not prone.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.

Suffocation

While performing medium activity, a character can hold his breath for a number of Combat Rounds equal to his CON. Characters engaging in light activity can double this time, while characters performing heavy activity will halve it.

Once a character has surpassed the time for which he can hold his breath, he must make a Resilience test every round with a cumulative –10% penalty. If he fails, he automatically starts inhaling the suffocating substance, which automatically damages his Chest location once every round.

Suffocating Substance

Substance Inhaled	Damage Taken to Chest Location
Water	1D6
Vacuum	1D6
Thick Smoke	1D3
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D3 damage is incurred in addition to the poison's effect.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw breathable air once more. Even then, the character will require a Resilience test to be able to do anything other than wretch or gasp for breath for 1D4 Combat Rounds.

Fire, Heat & Freezing

A character will normally take damage from fire or heat to a specific hit location. However, if a character is immersed in the source of the damage, then all locations will suffer from the damage the fire causes. The amount of damage suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table.

Fire and Heat

Damage Source	Example	Damage
Flame	Candle	1 point
Large Flame	Flaming brand	D4 points
Small Fire	Camp fire, cooking fire	D6 points
Large Fire	Scolding steam, large bonfires, burning rooms	2D6 points
Inferno	Lava, inside a blast furnace	3D6 points

A character who takes more than 10 points of damage from a fire in successive rounds is set alight, and takes 1D4 points of damage per round until the flames are put out.

Poison

Every type of poison has the following information detailed:

Name: The poison's name. Also, if the poison is magical in nature, it will be mentioned here.
Type: Lists whether the poison is ingested, used on a weapon or inhaled.

Delay: The time between the poison's introduction to a character, to the time its effect takes hold.
Potency: This is a number between 10 and 100 that measures the strength of a poison. Some magical poisons have even higher Potencies. A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.
Effect: Usually hit point damage that affects all locations of the victim, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.
Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by poison will not automatically heal – it must be healed through magical or natural healing.

Poison Succeeds, Character Fails
If the poison succeeds its Potency test and the character fails his Resilience test, the poison has its full effect.

Character Succeeds, Poison Fails
If the character succeeds his Resilience test and the poison fails its Potency test, the poison has no effect.

Both Poison and Character Succeed
Whoever rolled the highest in their test wins.

Both Poison and Character Fail
Whoever rolled the lowest in their test wins.

Disease
Every type of disease has the following information detailed:

Name: The disease's name. Also, if the disease is magical in nature, it will be mentioned here.
Type: Lists whether the disease is spread through contamination, touch or is airborne.
Delay: The time between the disease's introduction to a character, to the time its effect takes hold. It is also the time following disease contraction that a victim will be forced to make follow-up opposed disease tests.
Potency: This is a number between 10 and 100 that measures the strength of a disease. Some magical diseases, like the shining plague, have even higher Potencies. A character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the damage of the disease.
Effect: Usually hit point damage that affects all locations of the victim, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by disease will not automatically heal – it must be healed through magical or natural healing.

Disease Succeeds, Character Fails
If the disease succeeds its Potency test and the character fails his Resilience test, the disease has its full effect.

Character Succeeds, Disease Fails
If the character succeeds his Resilience test and the disease fails its Potency test, the disease has no effect.

Both Disease and Character Succeed
Whoever rolled the highest in their test wins.

Both Disease and Character Fail
Whoever rolled the lowest in their test wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the first opposed test is failed by the victim, they will have to make an additional opposed test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second opposed test, he has overcome the worst of the disease and will no longer suffer its effects (other than remaining hit point damage) after while (use the disease's delay statistic to determine how long this takes).

If the victim fails this second opposed test, he falls deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

Inanimate Objects

All inanimate objects have armour points and hit points. Except for the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal.

The object's armour points will be deducted from any damage dealt as normal, with the remainder being applied to its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless.

Inanimate objects likely to block or restrain characters, such as doors or ropes, have Strength scores. To break down a door, or burst one's bonds, a character must succeed at a brute force Athletics test. This automatically reduces the object's hit points to 0.

Inanimate Objects

Object	Armour Points	Hit Points	Brute Force Modifier
Boulder	4	40	—
Castle gate	4	120	–40%
Castle wall (2m section)	5	250	—
Chain	4	8	–30%
Club	2	4	—
Dagger	4	4	—
Hut wall (2m section)	2	15	+0%
Iron door	4	75	–30%
Rope	1	3	+0%
War sword	4	10	—
Wooden chair	2	6	—
Wooden door (normal)	2	25	+10%
Wooden door (reinforced)	3	30	–10%
Wooden fence (2m section)	2	5	+10%

Inanimate Objects & Weapons

Using a weapon on an inanimate object with armour points equal to or greater than that of the weapon deals damage on both the object and the weapon.

Reputation & Renown

Heroic deeds and atrocities alike give a character a reputation. Famous characters are known across Europe; they are gossiped about in courts, tales are told of them in inns, and troubadours sing songs of their exploits. Reputation is a double-edged sword – being famous can get an adventurer into courts and other situations that would normally be barred to them, but can also get them into trouble.

All Player Characters begin play with a Reputation of 0. Reputation rises and falls and changes depending on the character's location – winning a joust in Espanyia will do little for a knight's reputation when he travels to distant Istanbul, but it will serve him well in the Court of Mahdrid.

Using Reputation

Reputation to have an impact on a character's life and dealings with Non-Player Characters, the character must make a Reputation test.

Reputation primarily affects the use of the Influence skill. It also has some impact on skills such as Disguise. The Reputation Effects table gives some general guidelines for bonuses to skills based on the Reputation of the Player Characters.

Whether or not the character receives a bonus or penalty to his Influence test depends upon the nature of his Reputation and who he is dealing with.

Reputation Effects

Reputation	Modifier to Influence Tests	Penalty to Disguise Tests
1–2	—	–0%
3–5	+5%/–5%	–0%
6–10	+10%/–10%	–5%
11–15	+15%/–15%	–10%
16–20	+15%/–20%	–10%
21–25	+20%/–20%	–15%
26–30	+25%/–25%	–15%
31–40	+30%/–35%	–20%
41–50	+40%/–40%	–25%

Reputation

Circumstance	Reputation Modifier[1]
Character is a local boy or girl	+1
Character is Seasoned-level	+2
Character is Veteran-level	+4
Character is Master-level	+8
Character is Hero-level	+15
Per Legendary Ability	+5
Character is a Noble	
Local noble	+8
Especially wealthy noble	+4
Head of a family	+4
Character defeated / was defeated by minor enemy	
Within last 12 months	—/–2
Within last 6 months	—/–4
Within last month	+1/–6
More than 100 kilometres away	—
Between 10 and 100 kilometres	—/–2
Within 10 kilometres	+1/–1
Character defeated / was defeated by major enemy	
Within last 12 months	+1/—
Within last 6 months	+1/–1
Within last month	+2/–1
More than 100 kilometres away	+1/—
Between 10 and 100 kilometres	+1/–1
Within 10 kilometres	+2 –1
Character defeated / was defeated by deadly enemy	
Within last 12 months	+2/—
Within last 6 months	+2/+1
Within last month	+4/+2
More than 100 kilometres away	+1/—
Between 10 and 100 kilometres	+4/+1
Within 10 kilometres	+10/+8
Character committed a heroic or selfless act	
Within last 12 months	+2
Within last 6 months	+4
Within last month	+8
More than 100 kilometres away	—
Between 10 and 100 kilometres	+2
Within 10 kilometres	+4
Character committed a heinous act	
Within last 12 months	+3
Within last 6 months	+4
Within last month	+8
More than 100 kilometres away	—
Between 10 and 100 kilometres	+4
Within 10 kilometres	+8
Become leader of a small mercenary band or military unit (10 to 100 troops)	+4
Become leader of a large mercenary band or military unit (100 to 1,000 troops)	+10
Return from distant land	+4
Become ruler of a small town	+1
Become ruler of a large town	+2
Become ruler of a small city	+5
Become ruler of a large city	+10
Become ruler of a nation	+15
Won renown in a joust or other tournament	+4

[1] Most of these modifiers are cumulative. If a character is both a Master-level character and has recently defeated a grave nearby threat, he is entitled to both bonuses. However, he does not receive the bonuses for being a Seasoned- or Veteran-level character – those are subsumed by the Master-level bonus.

Improving Adventurers

Through experience and training, a character can improve his skills, characteristics and even learn new powers. Improvement can be a slow and gradual process, or a character can be forged in the crucible of battle. There are two ways to improve a character – through *improvement rolls*, or through *training.*

In an average story, each character should receive three improvement rolls. This can be modified if the character performed particularly poorly or heroically, giving a range of between one and five improvement rolls awarded. Improvement rolls can be used at any time, even in the middle of a fight. Using an improvement roll happens instantly.

Hawkmoon vs. Standard RuneQuest

Eagle-eyed players will notice that the rules in *Hawkmoon* for improving characters work slightly differently to standard *RuneQuest* rules. In the standard rules, improvement rolls are made *as part* of training and practice, not *instead of* training and practice. Why the change?

Simply put, the standard *RuneQuest* rules are too slow for the *Hawkmoon* setting. Most adventures will take place in years just before, during and after the Granbretanian conquest of Europe and the Battle of Londra. In many times, there simply will not be *time* for slowly training up skills. Therefore, improvement rolls have been separated from training to speed up character improvement.

Also, since Hero Points from standard *RuneQuest* have been replaced by the Fate rules, improvement rolls are now used to buy Legendary Abilities.

Training, on the other hand, takes time, and is best suited for gaps (called 'downtime' in a campaign).

Improvement Rolls

A player can choose to spend one improvement roll to attempt to increase one known skill.

Select the skill to be increased and roll 1D100.

If this 1D100 result is *greater* than the skill's current score, the skill increases by 1D4+1 points.

If this 1D100 result is *equal to or less* than the skill's current score, the skill only increases by one point.

There is no limit to the score a skill can reach.

Resilience and **Persistence** work slightly differently – those skills only increase by one point if the 1D100 result is *greater* than the skill's current score, and do not increase at all if the roll is less than the skill's current score.

Training

Practising or researching a skill generally takes one day per 10% the character already possesses in the skill. Once this training period is complete, the character may attempt to improve that skill, using the same system as an improvement roll.

Practice

All skills may be learnt through practise, except for Lore skills.

Research

The following skills can be increased through research: Craft, Engineering, Evaluate, First Aid, Healing, Language, Lore, Mechanisms and any Sorcery spells.

Characters may apply a +10 modifier to the skill check when attempting to learn the skill through research. This is an addition to the roll, not the skill.

Mentors

A mentor must have a score in the skill being taught that is at least double his student's score in that skill.

The mentor must be present with the student for the entire practising or research period. Before the student makes their skill test to improve the skill, the mentor makes a skill test for the taught skill.

If the mentor's skill test is a failure, then the student makes their test as normal.

If the mentor's skill test is a success, then the student makes their skill test and applies a positive modifier to the roll equal to the mentor's critical success range with the skill. Note that this is an addition to the roll, not the skill. In addition, if the student's improvement roll results in a gain of 1D4+1 points, this gain is instead increased to 1D6+1 points.

Learning New Advanced Skills

In order to learn a new Advanced skill, the character must either be able to research it (in that it is both researchable and the relevant research material is to hand) or they must be taught it by a mentor.

It costs two improvement rolls to attempt to learn a new Advanced skill. The character immediately gains the new Advanced skill at the base score determined by the appropriate Characteristics. The character may now increase the skill normally through practice or research.

Improving Characteristics

A player can choose to spend *three* improvement rolls to attempt to increase one Characteristic by one point.

Multiply the Characteristic to be increased by five. Then roll 1D100.

If this 1D100 result is *greater* than the Characteristic x 5, the Characteristic increases by one point.

If this 1D100 result is *equal to or less* than the Characteristic x 5, the Characteristic does not increase. However, one skill that the character already possesses is increased by one point. One of this skill's derived Characteristics must be the same as the Characteristic which was not improved.

A roll of 96 to 00 on this roll always results in the Characteristic increasing.

SIZ may never be increased using improvement rolls.

The maximum a human character can increase a Characteristic to is 21. For non-humans, the maximum for a Characteristic is equal to the maximum possible starting score for the Characteristic plus three.

Legendary Abilities

In order to gain a Legendary Ability, a character must meet the requirements listed for it and then spend the required number of improvement rolls.

Armoured Titan

Requirements: STR 15 or higher, any close combat Weapon skill at 90% or higher.
Improvement Rolls: 4

You are especially skilled at fighting in heavy armour. Reduce the Skill Penalty from armour by –20%, to a minimum of 20%.

Legendary Abilities

Legendary Ability	Requirements	Improvement Rolls
Armoured Titan	STR 15+, close combat Weapon skill 90%+	4
Battle Fury	CON 15+, close combat Weapon skill 90%+	6
Born to the Saddle	POW 15+, Riding skill 90%+	4
Chosen by Fate	Heroic Deed	2
Dead Eye	DEX 15+, ranged Weapon skill 90%+	5
Decapitating Swing	STR 15+, 2H Sword or Axe skill 90%+	6
Devilish Charm	CHA 15+, Influence skill 90%+	4
Disease Immunity	CON 15+, Resilience skill 70%+	4
Duellist	1H Weapon or Rapier skill 90%+	5
Empathic Wound	POW 15+, Healing skill 90%+	5
Heroic Aura	CHA 15+, Influence skill 90%+	6
Jouster	STR 15+, Riding skill 90%+, Spear 90%	4
Legendary Love	POW 12+, True Love	4
Linguist	INT 15+, two non-native Language skills 50%+	4
Loremaster	INT 15+, four Lore skills 50%+	5
Madness of Granbretan	Has spent time in Granbretan	2
Poison Immunity	CON 15+, Resilience skill 70%+	4
Scientific Genius	INT 15 or higher, Mechanisms 50% or higher, Engineering 50% or higher, any three Sorcery skills 50% or higher	6
Skin of the Bear	CON 15+, Resilience skill 90%+	5
Slaying Touch	POW 15+, Martial Arts skill 90%+	6
Tireless	CON 15+, Athletics skill 90%+	4
Wall Leaping	DEX 15+, Acrobatics skill 90%+	5

Battle Fury

Requirements: CON 15 or higher, any close combat Weapon skill at 90% or higher.
Improvement Rolls: 6

You can enter a Battle Fury as a Combat Action. While in a Battle Fury, the following effects take place:

- Your STR and CON are both considered to be 5 points higher, but only for the purposes of determining your Damage Modifier.
- All your close combat Weapon skill tests, including Unarmed and Martial Arts, receive a +50% bonus.
- All your Persistence and Resilience skill tests receive a +50% bonus.
- You may not parry, dodge or dive for cover.

You may remain in Battle Fury for a number of rounds equal to your CON. Upon leaving Battle Fury, you automatically gain three levels of Fatigue.

Born to the Saddle

Requirements: POW 15 or higher, Riding 90% or higher.
Improvement Rolls: 4

While riding, the following effects take place:

- Any penalty to your Riding skill is reduced by –20 %. For instance, if the driving rains and slippery ground would normally apply a –40% penalty to your Riding test, the penalty is reduced to –20%.
- You may use 2H Weapon skills, Polearms and Staffs.
- You may treat all animals you ride as trained for combat.
- You may use your Riding skill instead of your Dodge skill when dodging.

Chosen by Fate

Requirements: Must have just completed a heroic deed of some sort.
Improvement Rolls: 2

You gain Fate equal to ½ your POW. This ability can be used once only, but can be repurchased again.

Dead Eye

Requirements: DEX 15 or higher, any ranged Weapon skill at 90% or higher.
Improvement Rolls: 5

Pick any single ranged weapon (with which you must have at least 90% skill). While using this weapon, the following effects take place:

- Increase the weapon's Range by 50%.
- Increase the weapon's damage by +2 (only to targets within Range).
- Precise attacks with the weapon only suffer a –20% penalty.

Decapitating Swing

Requirements: STR 15 or higher, either 2H Sword or 2H Axe skill at 90% or higher.
Improvement Rolls: 6

You may only use Decapitating Swing with a 2H Axe or 2H Sword and only against an opponent whose SIZ is within ten of your SIZ.

Decapitating Swing is declared before a precise attack, targeting your opponent's head, is started. Any attempt to dodge or parry this precise attack gains a +20% bonus. As long as the attack inflicts at least a Minor Wound, the attack is converted to a Major Injury that decapitates the target.

Devilish Charm

Requirements: CHA 15 or higher, Influence 70% or higher
Improvement Rolls: 4

You have a roguish charm and daring that is irresistible, and puts others off their guard. You may use the Influence skill even on your worst enemies – for example, you could try to Influence someone just after trying to kill them, by spinning some specious and elaborate argument about how you were only pretending to wound them to shield them from the huge conspiracy that is plotting their death.

Disease Immunity

Requirements: CON 15 or higher, Resilience 70% or higher.
Improvement Rolls: 4

You are immune to all normal diseases. Magical diseases will still affect you, though you gain a +20% bonus to tests to resist them.

Duellist

Requirements: 1H Weapon skill or Rapier skill at 90% or higher.
Improvement Rolls: 5

While using a selected weapon the following effects take place:

- You may parry one additional attack per Combat Round (over and above the normal Reaction allowance).
- You gain a +10% bonus to your Weapon skill when parrying.
- Increase the weapon's damage by +1.

Heroic Aura

Requirements: CHA 15 or higher, Influence skill at 90% or higher.
Improvement Rolls: 6

All allies within your CHA in metres will be heartened by your presence, gaining your CHA as a bonus to any Persistence or Resilience tests they are called upon to make.

In addition, you may make take a Combat Action to encourage your nearby allies, requiring an Influence test. If this is successful, they gain your CHA as a bonus to all Weapon skills for the remainder of the Combat Round.

Legendary Love

Requirements: POW 12 or higher, true love.
Improvement Rolls: 4

You have a true love, and your bond is so strong that it transcends the laws of fate and destiny. You may transfer up to five Fate points from your own Fate to your lover once per day.

Linguist

Requirements: INT 15 or higher, two Language skills (aside from your native tongue) at 50% or higher.
Improvement Rolls: 4

In order to use this ability, you must either converse with a speaker of a strange language for one hour, or simply hear the language being spoken for two or more hours. You then automatically gain the Language skill in that language at its basic score.

A successful improvement roll when improving a Language skill doubles the skill points gained (roll 2D4+2 rather than 1D4+1).

Loremaster

Requirements: INT 15 or higher, four Lore skills at 50% or higher
Improvement Rolls: 5

Any time you fail a Lore skill test, you are entitled to make an immediate Persistence test (with the same modifiers as the original Lore test) to see if you can recall some shred of knowledge germane to the subject at hand.

Jouster

Requirements: STR 15 or higher, Riding skill at 90% or higher, Spear skill 90% or higher.
Improvement Rolls: 4

When using a lance from horseback, you may double the damage from your and your mount's Damage Modifier for the purposes of calculating Knockback. Furthermore, you may make an opposed Riding check with your foe if he tries to using his Riding skill to add the SIZ of his mount for avoiding Knockback – if you beat his check, then he cannot add his mount's SIZ to his own score.

Madness of Granbretan

Requirements: Must have spent time in Granbretan, POW 15 or higher. Granbretanians get this ability for free, and waive the POW requirement.
Improvement Rolls: 2

Your utter disregard for the worth of all things, including your life and the lives of others, allows you to risk your life in an insane fashion if it furthers your goals. You may succeed automatically at one Resilience or Persistence check per day, with the exception of checks made to resist sorcery.

Poison Immunity
Requirements: CON 15 or higher, Resilience 70% or higher.
Improvement Rolls: 4

You are immune to all normal poisons. Magical poisons will still affect you, though you gain a +20% bonus to tests to resist them.

Scientific Genius
Requirements: INT 15 or higher, Mechanisms 50% or higher, Engineering 50% or higher, any three Sorcery skills 50% or higher
Improvement Rolls: 6

Your research into the sorcerous arts has allowed you to understand the basic principles behind sorcery, instead of learning spells by mere rote. The number of spells you can learn is no longer limited by your Intelligence score.

Skin of the Bear
Requirements: CON 15 or higher, Resilience 90% or higher.
Improvement Rolls: 5

Skin of the Bear gives you one armour point of natural armour on all hit locations. This stacks with equipped armour.

Slaying Touch
Requirements: POW 15 or higher, Martial Arts 90% or higher.
Improvement Rolls: 6

Slaying Touch is declared before a precise attack is started (the type of precise attack is up to you, though if the target is wearing armour, it will have to be bypassed). As long as the attack inflicts at least a Minor Wound, the attack is considered a Slaying Touch. The target must immediately succeed at a Resilience test with a –40% penalty or die.

Tireless
Requirements: CON 15 or higher, Athletics 90% or higher.
Improvement Rolls: 4

You may engage in medium activity for a number of minutes equal to your CON x 10 before risking Fatigue. The time between subsequent Fatigue tests for continuing to engage in medium activity is likewise your CON x 10 in minutes.

You may engage in heavy activity for a number of Combat Rounds equal to your CON score before risking Fatigue. The time between subsequent Fatigue tests for continuing to engage in heavy activity is likewise your CON score in Combat Rounds.

You also recover from each level of Fatigue in half the normal time (one level for every two hours of light activity or one hour of complete rest).

Wall Leaping
Requirements: DEX 15 or higher, Acrobatics 90% or higher.
Improvement Rolls: 5

You may only use Wall Leaping if not Overloaded, Exhausted or Debilitated. The entirety of your movement in a Combat Action may be made along a vertical surface, allowing you to bypass an obstruction that might otherwise block your path or even climb a wall at lightning speed. This can result in you running up a wall with one Combat Action, attacking an enemy with a second Combat Action, and then returning to the floor with a third Combat Action.

However, you cannot continue moving along a vertical surface from Combat Round to Combat Round – you must reach level ground (or a suitable perch) by the end of your last Combat Action in a round or fall.

Science & Sorcery

'**This is the** *result of scientific sorcery, my lord Duke, none of your hit-and-miss spell singing you find on the continent. It is our science that gives us our chief advantage over other nations.'*
– The Jewel in the Skull

In the centuries before the Tragic Millennium, the people of Earth worked magic. They made machines of light and cities of crystal. They opened gates to other dimensions, conjured matter and energy from nowhere, transformed beasts into men and men into godlings. They travelled the stars and made their homes on other worlds. This was science, yes, but science so advanced and powerful that it bordered on the supernatural.

In the centuries since the Tragic Millennium, so much has been lost that science is once again indistinguishable from magic – not just because it is powerful, but because it is barely understood. A scholar might know a few fragments of lore – a formula here, the way to activate a particular device, a garbled rhyme there – but he cannot make connections between these disparate pieces. Science, then, has become sorcery – an occult art, passed down from master to apprentice, with jealously guarded secrets held in codices and scrolls.

Science-sorcery uses two distinct sets of 'spells'. These spells are not supernatural powers (although the distinction becomes very blurry in some cases). A spell is a particular piece of science that the character knows and can apply.

Before a spell can be cast using Sorcery, the following process must be followed:

- The character must first learn the spell through research. In order to learn a particular Sorcery spell, the caster must possess the spell in written form or be taught it by a mentor.
- Each Sorcery spell is governed by a separate Sorcery skill. A particular spell's skill is automatically acquired at its basic score when the spell is first learned. This skill may be improved normally though the use of improvement rolls.
- The spell will list what requirements it has before it can be used. For example, a particular spell to build a machine might require a laboratory; another spell might need a certain level of a particular Lore before it can be understood.
- Once the Sorcery spell has been learned, the character will be ready to try casting it:
- To cast a Sorcery spell, the character must make a Magical skill test appropriate to the spell in question, for instance, a sorcerer casting Palsy must make a Palsy skill test.
- Sorcerers are able to manipulate their magic, increasing the effectiveness of a particular formula. Each spell lists its base range, duration and so forth. By spending more time and energy working on the spell, the character can reduce the casting time or improve the effects.
- **Artefact Spells:** Such spells produce artefacts and devices. Once an artefact has been built, it can be used again and again. In such cases, the character's skill in that spell is also used to operate the artefact. For example, the *Machine of the Black Jewel* spell allows a sorcerer to construct a web that will spin the fearsome Black Jewel. Once this web is constructed, the character can use his *Machine of the Black Jewel* skill to implant the jewels in victims, or to feed life to the jewel to destroy an enemy. When a machine is reused, then the spell is greatly reduced in cost and casting time – often, these are reduced to zero. Some artefacts can be used with other skills – for example, a sorcerer might know a spell to construct an artillery

device that shoots a beam of pure darkness at a foe, blinding him. Once this spell is cast and the machine is built, then the resulting artillery device could be used with the Artillery skill. The operator would not need to know how the weapon functioned in order to use it.

Acquiring Sorcery

'I built it according to the instructions of a grimoire I bought from an Easterner many years ago. It is the Machine of the Black Jewel. Ah, and soon you will become much more intimately acquainted with it, lord Duke.'
– The Jewel in the Skull

Acquiring Sorcery is an effort of will, intelligence and research. In order to be a sorcerer, all a character need do is learn one Sorcery spell. New Sorcery spells can either be taught by a mentor or discovered through research. In either case, treat the Sorcery spell as a new Advanced skill that must be learned. Thus it takes two improvement rolls to learn any Sorcery spell. Once learnt, the character gains the specific spell's Sorcery skill at its basic score. This skill is increased using improvement rolls in the normal manner and can be increased through practise as well as research.

Describing Sorcery

Most of the spells listed below come in multiple forms. The Enhance Strength spell, for example, does not describe how it increases the character's STR, so the player should come up with his own particular style of sorcery. Does he brew a strength-increasing potion from wild herbs and the blood of bulls, or use a synthetic chemical compound? Perhaps he equips the beneficiary of the spell with a strength-enhancing electrical wire that stimulates muscles, or uses a now-lost martial arts technique that focuses the body's might. Each sorcery spell is a little piece of knowledge, debris from the wrecked ship of science floating in a sea of ignorance. It is up to the player to determine how the spell actually appears.

A sorcerer may only know a maximum number of Sorcery spells equal to his INT Characteristic. Clever sorcerers will use Grimoires to expand their effective knowledge (see Grimoires, below).

(Specific Sorcery Spell) (INT+POW)

This skill allows the sorcerer to cast a specific Sorcery spell at its base parameters. Most Sorcery spells share the same base parameters: they have a Magnitude 1, a Duration equal to the sorcerer's POW in minutes, a Range equal to the sorcerer's POW in metres and may only affect a single Target. Using Focus Points can increase the power of a Sorcery spell beyond these base parameters.

Using Sorcery

'Oladahn was swaying from side to side, as if in terror, crooning softly to himself. Hawkmoon looked from him to the brigand and back again, wondering if he could dash into the cave and find his sword in time. Now, Oladahn's crooning grew louder, and Rekner paused, the smile freezing on his face and a glassy look coming into his eyes as Oladahn peered into them. Suddenly the little man flung up a hand, pointing and speaking in a cold voice. 'Sleep, Rekner!'

Rekner slumped to the ground, and his men cursed, starting forward, then stopping as Oladahn kept his hand raised. 'Beware my power, scavengers, for Oladahn is the son of a sorcerer.'
– The Jewel in the Skull

Some spells are cast using no more than the sorcerer's voice and a few gestures, relying on hypnotic techniques and cultural conditioning. Others need a particular device or talisman or component to function. Still others require the sorcerer to labour for days or even years in a laboratory or foundry, slowly completing some great work. All use the same basic mechanic: the sorcerer makes a skill check using the relevant Sorcery skill.

If the casting time of a spell is measured in rounds or Combat Actions, then the character cannot do anything else while casting the spell. If the casting time is measured in minutes, days or any longer unit of time, then the character can abandon the spell for a time and return to it later, normally without penalty.

If the casting test is successful, the spell takes effect.

If the casting test fails, the spell does not take effect.



Focus Points

'What do you want? I have no time for conversation!'

'We wondered what progress you were making, Baron,' Meliadus roared over the boiling sound.

Taragorm glanced at the tangle of tubes and wires from which all the noise and heat and stink was issuing… 'I hope Kalan has not lost all sanity', Taragorm said icily, 'for if he has, that thing might destroy us.'

'Or destroy nothing.' Meliadus said gloomily.
– The Runestaff

Sorcerers tend to be obsessed with their work – and with good reason, as the mental demands of complex science are considerable. A character's ability to concentrate on sorcery is measured by their POW score. A character has Focus Points equal to his POW. When a character begins to cast a Sorcery spell, he may allocate any number of Focus Points to that spell. These Focus Points can be used to modify the spell (see below), or to give the character a bonus to casting the spell when he finally makes his Sorcery check. Each Focus Point allocated gives a +5% bonus to the character's skill. When the spell is finally cast (whether the check succeeds or fails), then any allocated Focus Points are spent.

A character gets any spent Focus Points back after a night's sleep. As some spells have a casting time measured in years, and as Focus Points are allocated when the character begins to cast a spell, then a sorcerer engaged on a long-term project can end up with the majority of his Focus Points – and sanity – invested in the spell for weeks or even years. A character can invest points after he begins casting, but the Focus Point cost is doubled.

Modifying a Spell

A sorcerer can modify a spell in several ways. In each case, the modification applies a penalty to the sorcerer's final skill check. Modifying a spell costs Focus Points.

Magnitude: This measures the innate force of a particular effect, and is used when a rival sorcerer is attempting to undo your sorcery. It also determines the effectiveness of variable-effect spells – for example, if a spell brews up an explosive, then the Magnitude of the spell determines how much damage the explosive does. If the Magnitude of a spell does not alter its effects, then the only virtue of Magnifying that spell is to overcome counter-sorcery.

If a spell is not magnified, then the spell has its default Magnitude (normally 1).

Lengthen Duration: This modification allows the sorcerer to increase the Duration of a Sorcery spell. If this modification is not applied to a Sorcery spell when it is cast, the spell will have a default Duration listed in its description. If the modification is applied, then multiply the spell's duration by the listed value in the table. A spell with a duration of Instant cannot be lengthened.

Increase Range: This modification allows the sorcerer to increase the Range of a Sorcery spell. As long as this also results in a success, the spell's Range is increased. If this modification is not applied to a Sorcery spell when it is cast, the spell will use its default Range listed. If the modification is applied, then multiply the spell's Range by the listed value in the table. Specific spells may deviate from this default.

Multiple Targets: This modification allows the sorcerer to increase the number of targets of a Sorcery spell. The spell's number of targets is increased. The maximum number of targets the spell can affect is noted in the Manipulating Sorcery Spells table. Most sorcery effects have only a single target. If this modification cannot be applied, it will be noted in the spell's description.

If the character is able to affect 5, 10, 15 or 20 targets, the caster may choose instead to affect a 5m, 10m, 15m or 20m radius, respectively, instead of selecting specific targets.

Reduce Casting Time: This modification allows the caster to reduce the casting time of a spell. A spell's casting time cannot be reduced below one Combat Action by this modification. Remember there are twelve rounds in a minute, each round lasting five seconds.

Reduce Resistance: Each Focus Point invested gives a –10% penalty to any Resist attempts.

Manipulating Sorcery Spells

Focus Points Spent	Magnitude	Duration	Range	Targets	Casting Time
0	1	+0%	+0%	1	Normal
1	2	+10%	+10%	2	–10%
2	3	+20%	+20%	3	–20%
3	4	+30%	+30%	4	–30%
4	5	+40%	+40%	5 or 5m radius	–40%
5	6	+50%	+50%	6	–50%
6	7	+60%	+60%	7	–55%
7	8	+70%	+70%	8	–60%
8	9	+80%	+80%	9	–65%
9	10	+90%	+90%	10 or 10m radius	–70%
10	11	+100%	+100%	11	–75%
11	12	+110%	+110%	12	–77%
12	13	+120%	+120%	13	–80%
13	14	+130%	+130%	14	–83%
14	15	+140%	+140%	15 or 15m radius	–85%
15	16	+150%	+150%	16	–88%
16	17	+160%	+160%	17	–90%
17	18	+170%	+170%	18	–92%
18	19	+180%	+180%	19	–94%
19	20	+190%	+190%	20 or 20m radius	–95%

Combine: This modification allows the sorcerer to combine the effects of multiple Sorcery spells in a single casting, so they will affect the target simultaneously. This is one of the more powerful aspects of Sorcery, as it allows a skilful sorcerer to use his Focus Points judiciously and achieve multiple effects within a short space of time.

- A spell may not be combined with itself – only different spells may be combined.
- The spells must all have the same target or targets.
- The Casting Time for combined spells is always equal to the longest Casting Time of the component spells.
- All skills involved in the spellcasting suffer a –10% penalty per spell (therefore there is a minimum of a –20% penalty, as all combined spells contain at least two spells).
- Any Manipulation effects applied to a combined spellcasting apply to each of the spells involved.
- Even though the spells are being cast simultaneously, it is quite possible for one spell to succeed while the others fail.

Casting Modifiers

In addition, the following modifiers may apply:

Spellcaster is gagged or silenced	Automatic Failure[1]
Spellcaster is restrained	–30%
Spellcaster is prone	–20%
Spellcaster is on unstable ground	–20%
Partially obscured target	–20%[2]
Heavily obscured target	–40%[2]
Totally obscured target	Automatic Failure
Spellcaster is casting two or more spells simultaneously (using combination)	–10% per spell.

[1] These modifiers are cumulative – a prone spellcaster casting at a partially obscured target decreases their Runecasting skill by –40%.

[2] These modifiers only apply if the spell has a target other than the spellcaster, his immediate location, his carried possessions or a touched object/individual.

Casting Critical Successes

If a Sorcery spellcasting test, when compared to the spell's specific skill, results in a critical success, any attempts to resist or counter the spell suffer a –10% penalty.

Casting Fumbles

If a Sorcery spellcasting test results in a fumble, the spell not only fails, it goes dangerously wrong. An attempt to brew a potion might result in a cloud of poisonous gas, an experimental engine might blow up the sorcerer's laboratory.

Casting Time

No other Combat Action may be taken while casting a spell, though the character may slowly walk up to half their Movement while spellcasting.

More complicated spells take longer to cast as the character seeks to control the spell properly. Such spells will always have the Casting Time (X) trait, where X signifies the number of Combat Actions, rounds, minutes or other time period is takes to cast the spell.

A spell's effect takes effect at the end of its last casting Combat Action. Note that spellcasters draw possible free attacks from enemies adjacent to them every Combat Action they spend spellcasting.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or loses any devices he needs, or suffers a Serious Wound or Major Wound) or require Persistence tests to maintain concentration on the spell.

An Example of Spellcasting

Oladahn and Hawkmoon are being menaced by a group of bandits. The pair are without weapons, so Oladahn decides to use one of the few spells he learned from his father's books – the Dominate Human spell. Oladahn has Dominate Human 35%. The basic Dominate Human spell has a casting time of thirty seconds, and affects a single target. The basic spell has a range equal to Oladahn's POW. Oladahn has POW 13, so the bandits are within range.

If Oladahn wished, he could just chant for a minute to cast the spell with a 35% chance of success, but it is likely the bandits would attack him before he got half-way through his casting. He needs to use Focus Points to improve his casting. He has not used any other sorcery this day, so he has his full allocation of points, which is equal to his POW of 13.

He spends 5 points on reducing the casting time, halving it from thirty to fifteen seconds (three rounds). He considers increasing the spell's number of targets, but decides to just concentrate on the bandit leader, hoping the other brigands will be terrified by the sight of their leader being controlled by powerful sorcery. To ensure the bandit falls victim to the spell, he invests 3 Focus Points in Reduce Resistance, giving the target a –30% penalty to any Resist attempts. Finally, he invests his remaining 5 focus points in boosting his chance of successful casting. Each point invested gives a +5% bonus to the casting. 5 points gives Oladahn a +25% bonus to his base skill of 35%, meaning he has a 60% chance of casting the spell successfully.

Three rounds later, the spell goes off. Oladahn rolls, and gets a 19 – a success, so the spell is cast. The spell has the Resist (persistence) trait, so the bandit leader can roll his Persistence skill of 40%, minus the 30% from the Reduce Resistance modification. With an effective skill of only 10%, he rolls and fails. The spell takes effect, and Oladahn can now command the bandit.

The basic duration for a Sorcery spell is equal to the caster's POW, so the bandit is Oladahn's puppet for the next 13 rounds.

Combined Work

Several sorcerers may work on a single project, using the standard rules for Assistance (see page 50). However, each extra sorcerer may only invest Focus Points equal to the bonus he is giving when assisting. For example, four members of the Order of the Snake are assisting Baron Kalan in the construction of the Acid Cannon. They each have Acid Cannon 20%, so they give a +2% bonus each to the Baron's skill check. They can also invest a maximum of two Focus Points each.

Madness & Degeneration

An obsessed sorcerer may permanently sacrifice health and sanity to his work. A character may convert CON and CHA points into Focus Points at a one-to-one rate.

The Codex

A sorcerer's knowledge of spells is limited by his Intelligence score – he can only learn a number of spells equal to his Intelligence score. To circumvent this limit, codices are used. A codex is a book that contains the formula of a particular spell. Each codex has a rating, which is the skill level contained in the codex. For example, a book might contain the spell Machine of the Black Jewel – 50%. While the sorcerer has access to the book, he can cast the spell as if he knew it at that level. He can also Research the spell if he wishes, so he can cast the spell without the book.

Each codex has a number of required Lores associated with it – the character must have the listed value of those Lores before he can use the codex. For example, the Machine of the Black Jewel codex requires Lore (animal) 40%, Healing 80% and Engineering 80%. The sorcerer must also have Language in the relevant codex at 80% or more.

Spell Traits & Descriptions

The traits used by Sorcery spells are detailed below.

Casting Time (X): The spell takes the indicated length of time to cast.
Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to gesture with both arms, chant and ignore distractions. This trait overrides the normal Sorcery spell default Duration.
Instant: The spell's effects take place instantly. The spell itself then disappears. This trait overrides the normal Sorcery spell default Duration.
Permanent: The spell's effects remain in place until they are dispelled. This trait overrides the normal Sorcery spell default Duration.
Resist (Dodge/Persistence/Resilience): The spell's effects do not take effect automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.
Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting. This trait overrides the normal Sorcery spell default Range.
Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended. If no trigger is listed, then the caster can trigger the spell at will.
Requires: The spell needs components or equipment of some sort.
Consumes: The spell consumes items and components. Often, this is given as a cost in silver for those components. If the spell fails, the components are still consumed.
Artefact: The spell constructs an artefact. Artefact spells always have only one target, and this number cannot be modified.

Default: If a value is not listed, then assume that the spell has a Magnitude of 1, a Range of equal to the caster's POW in metres, and a Duration equal to the caster's POW in rounds.

Requirements

None: The spell can be cast without any equipment.

Sorcerer's Trappings: The spell requires simple items and components that the character carries with him. Sorcerer's Trappings cost 50 silver per spell the character knows, and need only be purchased once.

Workbench: The spell requires access to a simple workbench, kitchen or other place where the sorcerer has access to basic tools and equipment. A workbench costs 2,000 silver to build, and costs 100 silver per year in components and supplies.

Laboratory: The spell requires a fully-stocked laboratory, full of bubbling vats of chemicals, antique machines, surgical tools, crackling generators and so forth. A laboratory of this sort costs 200,000 silver to build, and costs 1,000 silver per year in components and supplies.

Major Laboratory: The spell requires the sort of incredible scientific facilities found only in a handful of places in Europe, such as the Palace of Time or the Hall of the Snake in Londra. A major laboratory costs 5,000,000 silver at least to build, and costs 50,000 silver per year in supplies.

Spells that require a workbench or more complex equipment must be cast *in situ*. However, many such spells have the Trigger keyword, allowing the sorcerer to cast the spell in advance back in his laboratory, then trigger it when need arises.

Acid

Casting Time 5 minutes, Touch, Requires Workbench

The Acid spell creates a potent acid, which eats away at flesh, metal, stone and almost any other substance. The acid deals damage equal to its Magnitude per round of contact. The acid can be washed away with water or other liquid, but keeps eating away for the whole duration of the spell.

Agony

Casting Time 10 minutes, Concentration, Resist (Persistence), Requires Laboratory

By casting Agony, the sorcerer subjects the target of the spell to incredible pain. The victim suffers a –80% penalty to all actions while subject to this spell. The caster may choose to stop and start the pain at will while concentrating on the spell.

Animate (Substance)

Casting Time 30 minutes, Concentration, Requires Laboratory, Trigger

This spell allows the sorcerer to animate the substance indicated, up to one SIZ for every point of Magnitude. The sorcerer can cause it to move about and interact clumsily (Movement of 1m per three points of Magnitude).

The sorcerer's chance to have the animated object perform any physical skill successfully is equal to his own chance to perform that action halved (before any modifiers). If combined with the appropriate Form/Set spell (though application of the Manipulation (Combine) skill), the caster can perform much finer manipulation of the object. In this case, the animated object will use the caster's full skill scores for physical activities.

This spell can only be used on inanimate matter.

Boost

Casting Time one minute, Concentration, Touch, Requires Trappings, Artefact

By means of the Boost spell, the sorcerer can temporarily improve the abilities of a sorcerous artefact. The Magnitude of the artefact is raised to the Magnitude of the Boost spell for the duration of the Boost spell. However, each round, there is a chance equal to 5% x the difference in Magnitudes that the artefact is damaged or destroyed by being overcharged in this fashion.

For example, a Magnitude 2 Flame-Cannon normally deals 4d12 points of damage. By casting a Magnitude 6 Boost spell on it, the caster can temporarily increase it to a Magnitude 6 cannon, which deals 12D12 points of damage per shot. However, there is a 20% (6–2=4, x 5%) chance each round that the cannon explodes.

Cast Back

Casting Time 2 CA, Requires Trappings

This protective spell shields the caster from hostile magic and has a chance of sending it back to the attacking spellcaster.

Cast Back only affects spells that target the user specifically and have the Resist trait. Such spells may affect the protected character normally, but if it is resisted, the spell is launched back at the person who cast it, as long as its Magnitude is not greater than the Cast Back's Magnitude.

Clone

Casting Time 1 Year, Touch, Requires Laboratory, Consumes sample

This spell grows a copy of a living creature in a vat. The caster must have a sample of the target's genetic material like a drop of blood or a piece of flesh. The clone can be artificially aged to any point in the target's lifespan. The clone has exactly the same appearance and ability scores as the original, but does not have the original's memories or skills. It does have a few fragmentary memories, and has all the advanced skills possessed by the original at the skills' default scores.

Cure Disease

Casting Time 1 Month, Instant, Touch, Requires Trappings

This spell creates a cure for plagues and other diseases. The caster must make an opposed roll against the Potency of the disease to cure it. Once the spell is cast



successfully, creating a cure takes ten minutes of work using the Healing or Craft (alchemy) skills.

Damage Boosting

Casting Time 2 minutes, Touch, Requires Workbench

This spell can be cast upon any weapon up to five ENC. Each point of Magnitude adds one point to the weapon's damage (the basic spell will increase a hatchet from 1D6 damage to 1D6+1 damage, for instance).

Damage Resistance

Casting Time 10 minutes, Touch, Requires Workbench

This spell protects the body of the recipient. Any incoming attack dealing damage equal to or less than the Magnitude of the spell is ignored. Any incoming attack dealing more damage than the Magnitude of Damage Resistance is unaffected and will deal its full damage as normal. Note that the protected character may still suffer from Knockback if applicable.

Diminish (Characteristic)

Casting Time 30 seconds, Resist (Persistence/Resilience), Touch, Requires Trappings

There are actually seven Diminish spells, one for each Characteristic. The spell will temporarily applies a penalty to the specified Characteristic equal to the Magnitude of the spell. The penalty applied by this spell may not reduce a Characteristic below one and a creature must have the Characteristic in question to be affected by this spell.

Diminish (STR, DEX, CON and SIZ) are resisted with Resilience. INT, POW and CHA are resisted with Persistence.

Note that not all uses of this spell are malign. Thieves and others often value the timely use of a Diminish (SIZ) spell, as it can greatly enhance their ability to enter restricted areas…

Dominate (Species)

Casting Time 30 seconds, Resist (Persistence)

This spell allows the caster to gain control over a creature belonging to a specific species. If the target fails to resist the spell, it must obey the commands of the caster for the duration of the spell. The caster must be able to make his commands clear to the target, by word or gesture. If there is no way for the caster to communicate, then the target simply becomes oblivious and placid until the spell's duration ends.

Enhance (Characteristic)

Casting Time 10 minutes, Duration POW in minutes, Touch, Requires Workbench

There are actually seven Enhamce spells, one for each Characteristic. Essentially the reverse of the Diminish spell, Enhance allows the sorcerer to temporarily apply a bonus to the specified Characteristic equal to the Magnitude of the spell. A creature must have the Characteristic in question to be affected by this spell.

Form/Set (Substance)

Casting Time 30 minutes, Instant, Requires Laboratory, Trigger

There are an unlimited number of Form/Set spells in existence, one for every substance imaginable, from steel to smoke to water.

Each point of Magnitude allows the caster to shape one ENC of solid substance or one cubic metre of an ethereal substance (like darkness). The caster must be familiar with the shape he is forming.

When the caster has finished the forming process, the substance retains its shape. Rigid substances like steel will hold the form they had at the end of the spell, while more mutable substances like water will immediately lose their shape.

This spell can be used to mend damage done to an object. The sorcerer must form the entire object and must succeed at an appropriate Craft test but if successful he will restore the full hit points to an item.

This spell can only be used on inanimate substances.

Freeze

Casting Time 5 minutes, Requires Workbench, Trigger

This spell creates a small sphere of extreme cold, which can be used in several ways. Hurled at a foe, it deals 1 damage per point of Magnitude, and also reduces a foe's Movement by one metre for every two points of Magnitude. It also freezes water or similar liquids, instantly turning Magnitude x 5 SIZ of water into ice.

Ghost Fence

Casting Time 6 hours, Permanent

Those who do not understand sorcery fear it. A ghost fence has no innate power, but is a potent psychological barrier. A character faced with a ghost fence must make a Persistence roll, opposed by the spell's Magnitude x 5 to pass the fence. A character can keep making rolls until he succeeds, but ghost fences do slow intruders down greatly. Each casting of ghost fence creates a fence with a length equal to the caster's POW.

Glow

Casting Time 1 CA, Requires Trappings

This spell causes a glowing point of light to appear on a solid substance. At its base, the spell creates an area of light one metre in radius, giving off the same illumination as a candle. Each additional point of Magnitude increases the radius of effect by one metre. At Magnitude 3, the brightness of the spell increases to that of a flaming brand at its centre. At Magnitude 5, it increases to that of a campfire and at Magnitude 10 to that of a bonfire.

This spell can be cast on an opponent's eyes if combined with the Manipulation (Range) spell, in which case it also gains the Resist (Dodge) trait. If the target fails to resist it, he will suffer a penalty to all attack, parry and Dodge tests, as well as any skills relying upon vision, equal to five times the spell's Magnitude, until the spell ends or is dispelled.

Haste

Casting Time 10 minutes, Duration POW in minutes, Requires Workbench, Trigger

Each point of Magnitude of Haste adds 1 metre to the Movement rate of the recipient. Every 2 points of Magnitude also adds +1 to the recipient's Strike Rank.

Hinder

Casting Time 30 seconds, Resist (Resilience), Requires Workbench, Trigger

Each point of Magnitude of Hinder subtracts 1 metre from the Movement rate of the target. Every 2 points of Magnitude also reduces the target's Strike Rank by –1.

Holdfast

Casting Time 30 seconds, Touch, Requires Trappings

This spell causes two adjacent ten centimetre by ten centimetre surfaces (roughly the size of a man's palm) to commingle into one. The basic bond has a STR of 1. Each additional point of Magnitude will either increase the STR of the bond by +1 or double the area affected.

This spell can affect organic and inorganic substances. If the caster is attempting to bond a living being with this spell, the spell gains the Resist (Resilience) trait.

Hypnotism

Casting Time varies, Resist (Persistence)

This spell requires the caster to speak for some time, building up a hypnotic resonance by his voice and gestures. Each round he speaks for increases the effectiveness of the spell. If the number of rounds spoken for multiplied by the Magnitude of the spell equals the POW of the target, then the target must make a Resist check when the spell is finally cast. If the number of rounds x Magnitude

exceeds the POW of the target, then the Resist check is penalised by 5% per point of difference. For example, if the sorcerer casts a Magnitude 3 Hypnotism for 5 rounds, the effective power of the spell is 15. A POW 15 target would have to make a Persistence check normally; a POW 10 target would make a Persistence check at –25%.

If the target fails to resist the spell, then they fall under the hypnotic power of the caster. He may choose one of the following effects:

- **Sleep:** The target falls into a dreamless sleep.
- **Memory Erased:** The target forgets some recent event, specified by the caster.
- **Post-Hypnotic Suggestion:** The target is placed under a compulsion specified by the caster. This compulsion cannot force the victim to kill himself, nor can it completely change the victim's personality, but the victim can be forced to act unnaturally or obey the caster.

Ignite

Casting Time 3 CA, Requires Trappings

This spell creates a sudden burst of flame. This flame deals damage equal to its Magnitude, and also sets any flammable objects alight.

Imbue Artefact

Casting Time 1 Day per point of Magnitude, Artefact, Consumes Magnitude squared x 100 SP

This spell can only be cast using the Combine modification. It is used to create scientific artefacts and weapons. The item has 100 charges, divided by the Magnitude of the spell being imbued. For example, a fire wand that fires a Magnitude three Ignite spell would cost 900 (3 x 3 x 100) SP, and would have 33 charges (100 divided by 3). An artefact can be recharged by casting the same spell again for half cost.

The caster can increase the number of targets affected by the spell being imbued, but this can only be an area of effect (i.e. 5 metres, 10 metres) and so forth.

Insight

Casting Time 1 minute, Concentration, Touch

By means of this spell, the sorcerer can analyse another sorcerous effect or artefact. He learns the Magnitude of the effect, its age, its function, its duration and something of the sorcerer who cast it.

Jamming

Casting Time 10 minutes, Requires Trappings

This spell matches its Magnitude against the Magnitude of any incoming spell. If Jamming's Magnitude is greater than the incoming spell's, the incoming spell has no effect. If the incoming spell's Magnitude is equal to or greater than the Magnitude of Jamming, the spell affects the target normally.

Unlike many protective spells, Jamming remains in place for the entirety of its Duration – spells that successfully breach the spell do not dispel it. However, it does not discriminate between incoming spells – a comrade attempting to magically heal the recipient of Jamming must overcome it in order to successfully use a healing spell.

Mutate

Casting Time 1 Week per Magnitude, Resist (Resilience), Touch, Permanent, Requires Laboratory

This horrific spell allows the sorcerer to alter a living creature using mutagenic compounds and surgery. The spell's Magnitude must be equal to the SIZ of the victim; the victim gains 1D6 positive and 1D6 negative mutations. The caster may make a Lore (animals) or Healing check for each mutation – if the check is successful, then the caster can choose the mutation instead of having it rolled randomly. This check is penalised by –10% each time it is used in a single casting of the spell.

Neutralise Magic

Casting Time 10 minutes, Instant, Requires Trappings

This spell allows a caster to neutralise other spells. Neutralise Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any the most powerful spell, it will instead target the second-most powerful spell. As soon as Neutralise Magic can no longer dismiss a target's spells, because all the remaining spell's Magnitudes are too high), its effects immediately end.

A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that

of Neutralise Magic will not have any spells currently affecting it eliminated.

Neutralise Magic can be fired as a Reaction, but only when another spell is cast within Neutralise Magic's Range that the character wishes to counter. A successful Neutralise Magic disrupts the other spell and nullifies it. As long as Neutralise Magic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Phantom (Sense)

Casting Time 30 minutes, Concentration, Requires Laboratory, Trigger

These spells create an illusion. Each Phantom (Sense) spell is a separate spell. These spells encompass the five base senses but there are also variants for any unusual sensory mechanism appropriate to the game world (such as sonar).

Sorcerers do not need an additional spell to cause their phantoms to move. The Movement speed for any phantom is equal to its Magnitude. Following are the Phantom (Sense) spells for the five base senses.

Odour

This spell reproduces a single scent. If the spell is of at least Magnitude 6, the caster can create an odour so foul it is incapacitating to those who smell it. Characters smelling the odour must make a Resilience test or suffer a –10% penalty to all skill tests until the spell ends or the character gets away from the smell.

Sample Odour Magnitudes

Magnitude	Example
1	Spring rain
3	A flower
6	Fresh onions
12	Ammonia
20	An irritated skunk

Taste

This illusion creates a single taste covering as much as one SIZ point of material for each point of Magnitude.

Sample Taste Magnitudes

Magnitude	Example
1	Fresh water
3	Potato
6	Fruit
12	Hot pepper
20	Overwhelming taste

Sight

This spell creates the visual component of an illusion. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Illusion (Sight) spell would create a SIZ 12 illusion.

Sample Sight Magnitudes

Magnitude	Example
1	Clear glass
3	Rippling water
6	Stained glass
12	Murky water
20	Opaque

Sound

This spell creates the sound component of an illusion. The caster must specify the nature and duration of the sound at the time of casting. If the spell is of at least Magnitude 6, the caster can create a sound so loud it is incapacitating to those who hear it. Characters within two metres of the spell must make a Resilience test or suffer a –10% penalty to all skill tests until the spell ends or the character gets away from the sound. If the caster wishes to change the sound, he must cast the spell again.

Sample Sound Magnitudes

Magnitude	Example
1	A snake moving in grass
3	Conversation
6	Close shout
12	Loud horn
20	A dragon's bellow

Touch

This spell adds one SIZ (about four kilograms) of substance to an illusion for each point of Magnitude. For purposes of sustaining physical damage, an illusion has one hit point per SIZ point.

An illusion with substance can be used to deal damage. An illusion of SIZ 1 to 3 inflicts 1D2 damage, an illusion of SIZ 4 to 6 inflicts 1D4 damage, an illusion of SIZ 7 to 9 inflicts 1D6 damage, an illusion of SIZ 10 to 14 inflicts 1D8 damage and an illusion of SIZ 15 or more inflicts 1D10 damage.

Sample Touch Magnitudes and Damage

Magnitude	Example
1	Ant crawling on skin
3	Moving water
6	Firm grip
12	Malleable clay
20	Solid rock

Poison

Casting time four hours per point of Magnitude, Permanent, Requires Workbench

This spell allows the caster to brew up a lethal poison. The poison has a Potency equal to 10 x the spell's Magnitude, and deals either 1 point of damage to each location per point of Magnitude, or inflicts a –2 penalty to one of a victim's Characteristics, or a combination of the two, per point of Magnitude.

Plague

Casting time 4 hours per point of Magnitude, Permanent, Requires Laboratory

This spell allows the caster to brew up a lethal plague. The plague has a Potency equal to 10 x the spell's Magnitude, and inflicts a –1 penalty to one of a victim's Characteristics per point of Magnitude, or 1 point of damage to all locations per 2 points of Magnitude. The plague is contagious and can be spread by contact.

Regenerate

Casting Time 1 day per point of Magnitude, Instant, Touch, Requires Laboratory

This spell causes a severed or maimed limb to re-grow or reattach. Regenerate cannot return a character from the embrace of death.

The Magnitude of the spell must equal or exceed the maximum hit points of the limb. This spell will cause a limb severed by a Major Wound to re-grow, or if the detached limb is still present, for the limb to reattach itself to its stump. A re-grown limb starts with one hit point.

Resurrection Drug

Casting Time 1 day per point of Magnitude, Instant, Touch, Requires Laboratory

A sorcerer can return life to the dead by this spell. The body must be relatively intact for the spell to work – at least, its chest, head and abdomen must be present and connected. Death is deeply traumatic and damaging. The higher the Magnitude of the spell, the better the effective resurrection. When the spell is cast, roll 2D6 per point of Magnitude. The target's total Characteristics, excepting SIZ, cannot be higher than the total of this roll, and must be reduced if the roll is less than the total. For example, a character with STR 12, DEX 12, CON 12, POW 12, INT 12, and CHA 12 (a total of 72) is resurrected by a Magnitude 5 Resurrection Drug. The caster rolls 10D6, getting a total of 40. The target's player chooses to reduce his Characteristics as follows: STR 6, DEX 6, CON 6, POW 12, INT 10, CHA 6, for a total of 40.

(Sense) Projection

Casting Time 1 hour, Concentration, Range POW in kilometres, Requires Laboratory

Each (Sense) Projection spell is a separate spell.

This spell allows the caster to project one of his senses anywhere within the spell's Range. The spell forms an invisible and intangible sensor, some ten centimetres across, which receives the specified type of sensory input and transmits it to the caster. The sensor can move a number of metres per Combat Action equal to the spell's Magnitude at the sorcerer's direction and allows him to use his Perception skill through the sensor.

Spells can be cast through the sensor of some Projection spells. For instance, ranged spells require Sight Projection, while touch spells require Touch Projection (and likely Sight Projection too, simply so the sorcerer can find his target efficiently). Casting another spell through a (Sense) Projection spell requires the use of the Combine modification, with the additional restriction that the spell's Magnitude may not exceed the (Sense) Projection spell's Magnitude.

It is possible to detect and attack the sensor, though it is only vulnerable to sorcery. Sorcerous weapons and spells

employed against the sensor will not destroy it but will instead transfer their damage directly to the caster in a random hit location.

Sense (Substance)

Casting Time 1 CA, Concentration, Requires Trappings

Eminently useful for finding valuables from afar, this spell has a variation for every substance imaginable. Sense (Substance) will cause all sources of the substance within range of the spell to glow an appropriate colour visible only to the caster – diamonds will gleam like ice, amber will shine like a campfire and so on. Each point of this spell's Magnitude allows it to penetrate one metre of rock, wood or dirt. If the source is concealed behind such a material, the surface nearest the caster will glow for a moment. The spell cannot penetrate refined metal, though it can penetrate ore.

Shapechange (Species) to (Species)

Casting Time 1 week per Magnitude, Resist (Resilience), Touch, Requires Laboratory

Each Shapechange spell is a separate spell. Of all spells with multiple variations, the Shapechange spell has the most, comprising a new spell for almost every combination of creatures imaginable. The spell only works on living things – the dead or inanimate cannot be shapechanged.

The Magnitude of the spell must be equal to or greater than the average SIZ of both specified species. Thus changing a mouse (SIZ 1) into a newt (also SIZ 1) is Magnitude 1. Changing a mouse into a lion (SIZ 19) is Magnitude 19.

If the spell is successful, the target will be biologically changed, gaining the STR, DEX, CON and SIZ of its new form. Its INT, POW and CHA are unchanged and the target retains its memories and abilities (though it may be unable to use some of those abilities in its new form).

Sonic

Casting time 10 minutes, Resist (persistence), Requires Workbench, Trigger.

The Sonic spell blasts its target with a wave of sound. The target is suffers a penalty of 5% per point of Magnitude to all actions. Stoppering the ears or taking other precautions also counters the effects of this spell.

Sorcerer's Focus

Casting Time 10 minutes, Duration one skill check.

This spell allows the sorcerer to focus his mental power on a particular task. Once the spell is cast, the sorcerer can spend Focus Points on a single Intelligence-based skill check.

Sorcerer's Presence

Casting Time 1 CA, Resist (Persistence), Requires None.

This spell temporarily makes the caster seem more imposing and terrifying. It gives a percentage bonus equal to the Magnitude x 10 to all Influence attempts, and any attacks on the caster suffer a penalty equal to the Magnitude x 5. This spell is cancelled if the caster attacks one of the targets.

Skin of Life

Casting Time 10 minutes per Magnitude, Touch, Requires Laboratory, Trigger.

This spell protects the recipient from suffocation by air deprivation, due to such factors as drowning or the Smother spell. Each point of Magnitude will cover three points of SIZ – thus a Magnitude 4 Skin of Life spell would sustain a SIZ 12 creature.

Smother

Casting Time 30 minutes, Concentration, Resist (Resilience Special), Requires Trappings, Trigger

If successful, this spell neutralises the air surrounding the target, making each breath stale and worthless, depriving it of oxygen. The caster must concentrate each round in order to keep the spell operating. For the duration of the spell, the target will be unable to breathe, essentially drowning on dry land.

When the spell begins, the target's Resilience test determines whether it is able to gasp in one last breath before Smother cuts off the ambient oxygen supply. If the target succeeds, it may hold his breath as normal. If it fails, it will start drowning in the next Combat Round.

This spell can also be used to extinguish fires, as the flames will be starved of oxygen. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Large Flame,

Magnitude 4 a Small Fire, Magnitude 7 a Large Fire and Magnitude 10 will put out an Inferno.

Psychic Projection

Casting Time 3 hours, Duration 1 hour, Touch

Psychic Projection causes the recipient's soul to leave its corporeal body and manifest in the astral plane. The recipient's corporeal body slumps into a catatonic state for the remainder of the spell. While Psychic Projection is sometimes used for scouting purposes (as the recipient's spirit can pass through nearly any obstacle) it is usually used to combat or confront spirit world denizens, such as Wraith-Folk.

The recipient's body remains vulnerable for the Duration of the Spiritual Projection. The soul will always know the direction its host body lies in and the rough range to it in metres, but it cannot use the body's senses. It is quite possible for a wandering soul to have its body destroyed and not realise it until it returns from its sojourn. It is also possible for a wandering spirit to possess the host body, leaving the wandering soul trapped as a spirit… at least until the spell ends and the soul dies.

As a traveller in the spirit world, the recipient automatically gains the ability to see spirits and invisible entities for the duration of his Spiritual Journey. However, he will suffer a –40% penalty to all Perception tests to spot mundane items or events in the real world while in the spirit world. The Range of this spell is in kilometres – a recipient may not travel further than this from its host body.

He may also interact with spirits on a similar footing. In fact, the projected soul is considered a spirit for the Duration of the spell. This means that it lacks STR, DEX, SIZ and CON and calculates its Attributes as a spirit does, with the exception of hit points. All DEX-based skills become based on INT, all STR-based skills become based on CHA and all CON-based skills become based on POW for the Duration of Spiritual Projection – plus Dodge, Persistence and Stealth all gain a temporary +10% bonus. Only sorcerous damage or damage originating in the spirit world can harm it and it always causes only its Damage Modifier in damage with close combat or ranged attacks. The travelling soul is immune to any effect requiring a Resilience test. It is also invisible, though not to other spirits.

If a soul's projection is attacked and damaged, its wounds will manifest on its host body. Roll for hit location randomly. However, any injuries incurred will not affect the wandering soul in any way. Only when the soul is reunited with the body will the effects apply.

When the spell's Duration expires, the recipient's spirit must be close to its host body. As long as it is within the spell's Range in metres, the soul and body reunite without any problems. However, a soul that is too far away or has had its body killed or possessed, will begin to suffer. Every minute it is denied from its body, the spirit loses one point of POW, permanently. If POW reaches zero, the soul dies.

Treat Wounds

Casting Time 2 CA, Instant, Touch, Requires Trappings

This spell must be cast upon a wounded hit location. It dramatically accelerates the natural healing rate of the target. If the target is wounded in more than one location, the spell must be cast once for each wounded location.

For every point of Magnitude of this spell, the caster can repair one hit point of damage to the hit location. Treat Wounds cannot reattach or re-grow a severed limb and will not work on any hit location suffering from a Major Wound.

Artefact Spells

All these spells allow the sorcerer to construct wondrous machines. If the check fails, then the artefact does not work. It is possible to attempt the spell a second time to repair the non-functioning artefact, which takes half as long and costs half as much as building the device from scratch.

Acid Cannon

Casting Time 3 months per Magnitude, Permanent, Artefact, Requires Laboratory, Consumes 100,000 SP per Magnitude

The acid cannon constructed according to this formula is one of the most fearsome weapons ever conceived. A single cannon broke the defences of the Palace of King-Emperor Huon, which was the single greatest fortress in Granbretan. When fired, the cannon spits a huge globe of virulent green acid that floats on the wind. The operator

can direct the globe, moving it at a rate of 2D6 metres per round. If the globe comes in contact with any physical object, it deals 3D10 x Magnitude points of damage to the object. The SIZ of the globe-sphere is equal to the Magnitude of the cannon, squared. If the globe-sphere hits an object bigger than itself, or takes damage equal to its SIZ, then it explodes, covering an area in metres equal to its SIZ. The acid continues to each away at the area after such an explosion, but loses its potency after 2D6 minutes.

The acid cannon can be operated using the Artillery skill. If the operator fumbles, then the globe explodes as it is forming, showering the cannon and the surrounding area with acid.

Crystal Rings of Mygan

Casting Time 6 months per Magnitude, Artefact, Requires Laboratory

The fabled crystal rings may have been constructed by the Yelsh sorcerer Mygan, or he may simply have scavenged the devices from the Research City of Halapandur. The rings allow the user to travel between the dimensions, or to teleport from one location in another in the same dimension. Each ring has a number of preset dimensional shifts equal to its Magnitude when it is first created. It is possible to change the ring's preset shifts by recasting the spell (a process which takes one week per shift changed). These shifts are easily operated by turning the ring on the wearer's finger a number of times.

For example, the rings of Mygan found by Hawkmoon and D'Averc had at least three preset shifts – one to travel from Hawkmoon's original dimension to the alternate Kamarg, one to travel from the alternate Kamarg to the original dimension, and one to teleport to Amarekh.

Flame-Cannon

Casting Time 1 Month per Magnitude, Artefact, Requires Laboratory, Consumes 10,000 SP per Magnitude

Flame-cannons are the heavy artillery of the forces of Granbretan. The cannon has a range of 200 meters per Magnitude, and deals 2D12 damage per Magnitude.

The flame-cannon can be operated using the Artillery skill.

Flame-Lance

Casting Time 2 weeks + 1 week per point of Magnitude, Artefact, Requires Workbench, Consumes 400 SP + 400 per point of Magnitude

A relatively simple and common formula, this spell allows the caster to construct a flame-lance, operated by the Flame-Lance skill. A Magnitude 1 flame-lance has the statistics described on page 62 – larger flame-lances may add 50 metres to their range or +2 to damage for every point of Magnitude beyond 1. The sorcerers of Granbretan have laboured fiercely in attempts to build more powerful lances, but these weapons always end up being too hot or too unstable for use in battle.

Flame-lances are operated with the Flame-lance skill.

Living Armour

Casting Time 1 Year + 1 Month per point of Magnitude, Artefact, Requires Laboratory, Consumes 500,000 SP + 20,000 per point of Magnitude

A suit of living plate armour enhances the wearer's speed and strength. For every point of Magnitude invested in the spell, the armour's AP is increased by one, and it increases the wearer's effective STR and DEX while the armour is being worn. It also reduces the skill penalty inflicted by the armour by 5% per Magnitude, to a minimum of 0%. For example, Magnitude-5 Living Armour would have the following statistics:

Armour	AP	ENC	Locations	Cost	Total Skill Penalty
Living Plate	11	12	All	600,000 SP	0

+5 STR, +5 DEX

Ornithopter

Casting Time 6 Months + 1 Month per point of Magnitude, Artefact, Requires Laboratory, Consumes 30,000 SP plus 10,000 per point of Magnitude

This spell is used to construct a Personal Ornithopter (see page 73). For each point of Magnitude above one, the caster may increase either the vehicle's speed by one metre, its Structure Points by 5, or its Structural Integrity by 2, or give the operator a +10% bonus to any Pilot

Ornithopter checks. For two points of Magnitude, the caster can increase its hull by 1.

Sonic Cannon

Casting Time 3 Months + 1 Month per point of Magnitude, Artefact, Requires Laboratory, Consumes 10,000 SP plus 5,000 per point of Magnitude

The sonic cannon constructed by this spell projects an invisible beam of sound, which is exceedingly painful to the creatures subjected to it. The targets of this beam must make a Resilience check each round, or suffer a –10% penalty to all other checks and skills. For every point of Magnitude, the range of the cannon is increased by 50 metres and a 10% penalty is applied to the Resilience check. Stoppering the ears or taking other precautions also counters the effects of this spell.

Sonic cannons are operated using the Artillery skill.

Time Crystal

Casting Time 1 Day, Artefact, Requires Workbench.

A Time Crystal captures images and sounds, either ones that are present when the crystal is made, or ones transmitted using a Visual or Auditory Projection spell. The crystal's contents can be replayed at any time by manipulating the crystal. There is no limit to the amount of information a crystal can store. Some crystals are grown to the size of mirrors, so they can be viewed without any tools, but most are no bigger than a man's fingernail, and are viewed using complex assembles of lenses and trumpets.

Toiling Engine

Casting Time 1 Month per point of Magnitude, Artefact, Requires Workbench or Laboratory or Major Laboratory, Consumes 500 x Magnitude SP.

Toiling engines provide mechanical power, replacing the labour of a man – or many men. Toiling engines can run factories, till fields, row boats and so forth. A Magnitude 1 engine can replace a single person; larger engines power larger and larger devices. The incredible engines that allowed Granbretanian warships to cross the ocean in a matter of days were Magnitude 10 Toiling Engines.

Magnitude 1-3 engines can be made with a Workbench; 4-6 with a Laboratory, and anything larger needs a Major Laboratory.

Other Artefacts

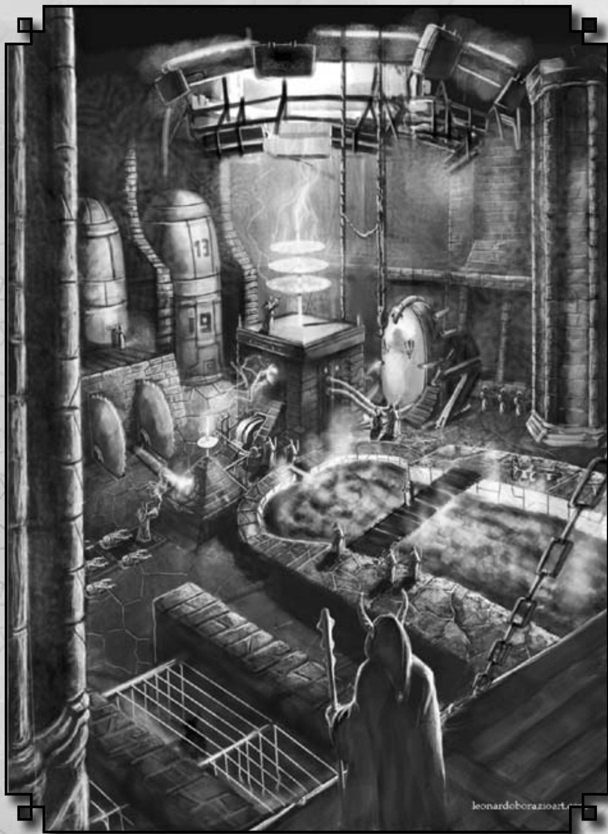
Not every magical device still has a corresponding artefact spell. For example, no living mind save the Wraith-Folk of Soryandum remembers how to create these two devices:

Lock-Pick Beam

This pocket-sized device opens any non-sorcerous lock it is pointed at. It can pop open manacles, open chests, and can even shatter containers given enough time. It also serves as a key to certain ancient doors and sorcerous portals. For the purposes of Mechanisms checks, it has an effective skill of 300%.

Dimensional Crystal

This crystal machine rotates an area of space-time out of its universe of origin and into a parallel reality. The machine can be activated with a touch, and transports an area up to the size of a city to another universe. If the machine is deactivated or destroyed, then the transportation is reversed instantly.



Tutelary Intellect
Casting Time 3 Months Per Point of Magnitude, Artefact, Requires Laboratory, Consumes 1,000 x Magnitude SP.

The Tutelary Intellect is a fabled artificial intelligence, a machine mind. The Intellect has 1D4 Points of Intelligence per point of Magnitude, and can be taught up to 50 skill points per point of Magnitude. It can only learn Intelligence skills under normal circumstances, but a Tutelary Intellect can be grafted to another machine when built, allowing it to control its metal body. For example, it is possible to combine a Tutelary Intellect with another Artefact like Ornithopter to create a living Ornithopter.

Vault of Preservation
Casting Time 2 Years, Artefact, Requires Laboratory.

The Vault of Preservation causes the passage of time within its confines to cease. Creatures held within a Vault of Preservation do not age, candles cease to burn, food does not rot and so on. The Vault requires a constant influx of energy to keep time stopped. A Vault of Preservation can be up to the size of a large room, but no larger.

Weather Control Tower
Casting Time 1 Year plus 1 Month per point of Magnitude, Artefact, Requires Major Laboratory, Consumes 20,000 SP plus 5,000 SP per point of Magnitude

This powerful tower can command the weather within five kilometres per point of Magnitude. Any natural weather condition imaginable can be conjured up, although drastic changes can have unexpected side effects – creating a blizzard in the height of summer might cause high winds in the surrounding area.

An Example of Artefact Creation
Count Brass is building a new weapon for the defence of his adopted homeland, the Kamarg. He starts on the construction of a new flame-cannon, designed for use against Granbretanian ornithopters. He is using a codex that contains Flame-Cannon 80%. This codex requires Engineering 80%, Alchemy 80% and Artillery 80%, but the Count is a polymath and is well versed in all these skills.

The basic flame-cannon spell looks like this:

Flame-Cannon
Casting Time 1 Month per Magnitude, Artefact, Requires Laboratory, Consumes 10,000 SP per Magnitude

However, Brass wants an especially large and powerful cannon that is assured of destroying the enemy flyers at long range. Therefore, he chooses to build a Magnitude 10 Flame Cannon. This will cost him 100,000 silvers, and have a range of 2,000 metres.

Since he is building it from the codex, he has an 80% chance of success. He invests four Focus Points in boosting his chance of success, giving him a +20% bonus (he now has a 100% chance of constructing a working cannon). A Magnitude 10 cannon would normally take 10 months to build, so he puts another five Focus Points in reducing the construction time by 50%, so he will build this cannon in a mere five months of work. Of course, ruling the Kamarg takes a great toll on Brass' time; the Games Master rules that he can only devote every other day to working on the weapon, so the cannon will still take most of a year to build. The nine Focus Points invested in the project remain invested for the whole year, so the Count has less than half his normal Focus Points available.

During the year, the Count is distracted by a baragoon attack on an outlying village, and the Games Master rules that this distraction will give the Count a –10% penalty to his final skill check. There is a 10% chance that the finished cannon will not work – if it fails, the Count will have to spend five month's work and 50,000 silvers fixing the problem.

The Runestaff & The Regalia
Many of Hawkmoon's adventures were guided by the mysterious Warrior in Jet and Gold, who sent him off in search of three artefacts of great power – the Red Amulet, the Sword of the Dawn and the Runestaff itself. The Warrior's 'brother', Orland Fank, also provided the mirrored helms worn in the Battle of Londra.

The Mirror Helms
'*Try them on,' said Fank, grinning back. 'You'll find they fit well. They are the Runestaff's answer to the beast-masks of the Dark Empire'.*
– The Runestaff

The mirror-helms are featureless save for two eye-slits and an ornamental crest which is unique to each helm. The polished surface of the helm is disorientating in battle, giving foes a –10% penalty to all attacks against the helm-wearer. Furthermore, the helms are warded against sorcery, giving a +50% bonus to any Persistence checks needed to resist spells.

Armour	AP	ENC	Locations	Total Skill Penalty
Mirror Helm	10	1	Head	–5%

The Red Amulet

'You must wear it,' came the voice from the helm. 'Only you may wear it.'

'I will not!' Hawkmoon swept out his hand to point at Yisselda. 'That thing drove this gentle girl to become a slavering, killing beast. All those we saw in the fisherfolk's village – all slain by the power of the Red Amulet. All those who came against us – turned insane by its power. All those who died in the courtyard -destroyed by the Red Amulet.' He struck the thing from the warrior's hand. 'I will not take it. If this is what the Runestaff creates, I will have no part of it!'

'It is what men – fools like yourself – do with it, that makes it corrupt in its influence,' the Warrior in Jet and Gold said, his voice still grave and impassive. 'It is your duty – as the Runestaff's chosen servant – to take this gift. It will not harm you. It will bring you nothing but power.'

'The power to destroy and turn men mad!'

'Power to do good – power to fight the hordes of the Dark Empire!'
– The Mad God's Amulet

The Red Amulet looks like a large ruby on a leather cord. It is marked with the symbol of a staff. It glows brightly with a ruddy light, but this illumination fades if the Amulet's power is exhausted. It serves to transmit power from the Runestaff to its wearer, although only the chosen servant of the Runestaff can access the amulet's full power. If the wearer is not the chosen servant, then the amulet feeds on his POW and sanity to fuel itself, slowly sapping his mind at the rate of one POW point per month. Furthermore, he cannot use the amulet more than three times per day. The chosen wearer can draw power directly from the Runestaff instead, gaining all the benefits of the amulet for a number of rounds equal to his POW each day. He may also spend a point of POW to recharge the amulet instantly.

The amulet provides the following powers when used. The chosen servant gains all these powers; gaining any one of them for one round counts as an activation for other wearers.

- +20 STR
- +10 POW
- +100% Persistence
- +100% Resilience
- +10 Strike Rank
- The Battle Fury Legendary Ability
- Immunity to fatigue
- Immunity to effects such as wounds that would deny the wearer Combat Actions.
- The ability to dominate the minds of others. The wearer of the amulet may give a command to a target, which must be obeyed. To issue a command, the amulet wearer must make an opposed Persistence test against the target. If the target loses then the command must be obeyed.

Until recovered by Hawkmoon, the Red Amulet was in the possession of an insane Ukranian noble named Stalnikov, who used it to create the Cult of the Mad God. He intended to re-conquer his lost estates with an army of those controlled by the amulet. He stole the amulet from the corpse of a traveller killed by his men thirty years previously.

The Sword of the Dawn

'Call for your men, Hawkmoon!' cried the Warrior in Jet and Gold desperately.

Hawkmoon shrugged and disbelievingly cried out 'I summon the Legion of the Dawn!'

Nothing happened. Hawkmoon had expected nothing. He had no faith in legends, as he had said before. But then he noticed that the pirates were screaming and that new figures had appeared from nowhere – strange figures who blazed with rosy light, who struck about them ferociously, chopping down the pirates…

The newcomers were dressed in highly ornamental armour somehow reminiscent of a past age. They were armed with lances decorated with tufts of dyed hair, with huge notched clubs covered with ornate carvings and they howled and shouted and killed with incredible ferocity.'
– The Sword of the Dawn

The Sword of the Dawn is a magnificent blade of incredible strength and sharpness, which glows with a fiery red light in combat. Its chief power, though, is to summon the Legion of the Dawn. Summoning the Legion requires a successful Persistence check. If the wielder of the Sword is disarmed or falls unconscious, then the Legion vanishes once more. When a member of the Legion suffers a Serious Wound, he vanishes and is replaced by another warrior. The wielder of the sword may command the warriors, but cannot control where they appear or how many are summoned. Up to 1,000 warriors can manifest at once. During the Battle of Londra, fresh warriors stopped appearing during the battle after the Legion took heavy losses, suggesting there may be an upper limit of around two thousand troops in the Legion as a whole.

Weapon	Skill	Damage Dice	STR/ DEX	ENC	AP/ HP
Sword of the Dawn	1H Sword 2H Sword	2D10 3D10+3	13/9 9/9	2	6/36

Warrior of the Dawn

Characteristics: STR 18 CON 18 DEX 14 SIZ 16 INT 10 POW 15 CHA 10
Skills: Athletics 80%, Dodge 70%, Perception 70%, Persistence 60%, Resilience 70%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	2/7
4-6	Left Leg	2/7
7-9	Abdomen	5/8
10-12	Chest	5/9
13-15	Right Arm	2/6
16-18	Left Arm	2/6
19-20	Head	5/7

Antique Armour: –15%

Weapons

Type	*Weapon Skill*	*Damage / AP*
Lance	+80%	1D12+2+1D4 / 2
Warmaul	+80%	2D8+1D4 / 3

Special Rules *Combat Actions:* 3, *Strike Rank:* +12, *Damage Modifier:* +1D4, *Movement:* 4m
Legendary Ability: Battle Fury

The Runestaff

It was a small staff, about the length of a short sword, of a dense black, dull and apparently discoloured in a few places. The discolorations were of a deep, mottled blue.'
– The Sword of the Dawn

The Runestaff exists in all worlds and in all dimensions. It was forged at the beginning of the present cycle of the universe as an instrument – indeed, the *embodiment* of Justice, which is the maintenance of equilibrium between Law and Chaos. The Runestaff holds near-total dominion over fate, although its powers are weakened in worlds where either Law or Chaos has become too powerful and threatened the balance. In such times, the Runestaff and its agents must take action.

The staff has many names and many forms. It has been called the Graalstaff in the past, and the Balance, and the Axis Mundi. It is the fixed point around which reality orbits.

It can take on human form; the child Jehamnia Cohnahlias is the Spirit of the Runestaff. He can appear and disappear at will in the presence of the artefact, and he does so when the staff needs to explain its actions or to offer specific guidance.

Oaths sworn on the Runestaff are bound by destiny.

Wielded in battle, the Runestaff has two main abilities. Firstly, it provides power to the Red Amulet. When both the Runestaff and the Amulet are carried by the same person, then the Amulet does not need to recharge over time, and can be used indefinitely. Secondly, the bearer and anyone he chooses gains one special Fate point *every round.* These special Fate points do not accumulate over time, so a character that does not spend the Fate point does not get a second one in the following round, but the Runestaff's power allows the character to gain the benefits of expending a Fate point every round.

DENIZENS OF TRAGIC EUROPE

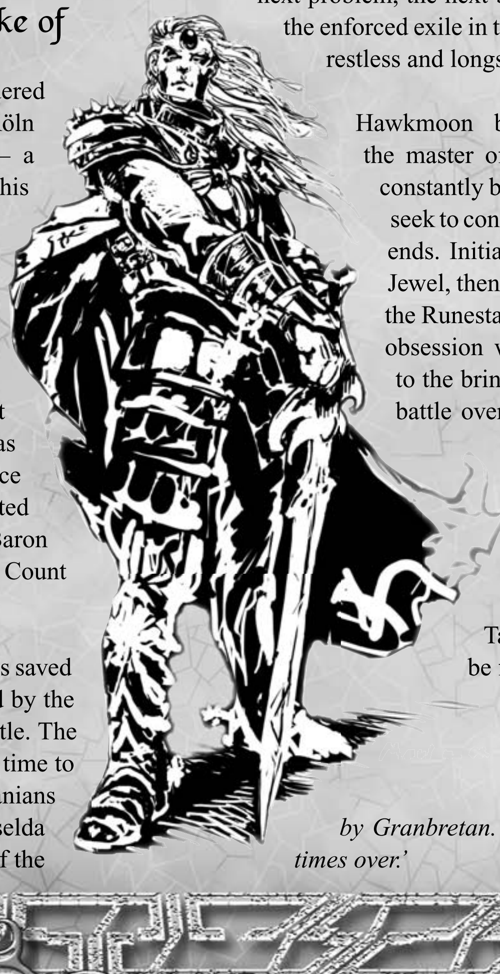
Europe is a strange place in the centuries after the Tragic Millennium. Though there are far fewer humans than there were in ages past, the wilderness is filled with mutants and other monsters and wonders. The world is changed, but life continues in all its myriad forms.

Friends & Foes

All the characters described below are given the appropriate statistics for their first appearance in the novels. Thus, the Hawkmoon presented here is the young Duke of Köln, just before he is captured by the Dark Empire. By the end of the cycle, Hawkmoon was a vastly more experienced fighter and had acquired several superior weapons and magical artefacts.

Dorian Hawkmoon, Duke of Köln, Champion Eternal

Before the Dark Empire conquered Germania, the young Duke of Köln was a quite typical young noble – a little more stern and studious than his peers, perhaps, and a little too conscious of his duties to his father, his ancestral line, and his people, but unexceptional for all that. It would take fire, blood and agony to transform him into the hero he would become. After being brought in chains to Granbretan, he was tortured and stripped of all conscience and emotion, before being implanted with the Black Jewel and sent to be Baron Meliadus' secret weapon against Count Brass.



In the Kamarg, Hawkmoon's soul was saved by the love of Yisselda of Brass, and by the sorcery of Count Brass and Bowgentle. The young noble dedicated himself for a time to the destruction of as many Granbretanians as he could manage, until Yisselda convinced him to go east in search of the sorcerer Malagigi and a cure for the curse of the Black Jewel. It was in the east that Hawkmoon discovered his destiny and the power of the Runestaff, although he never trusted the mystical intercessions or the servants of that cryptic artefact.

By temperament, Hawkmoon is impatient but very focussed on the task at hand, making him a superlative warrior. He is not one to linger over emotions or introspection, although his military discipline can occasionally be broken by his bloodlust for killing Granbretanians or his love for Yisselda and Count Brass. He is a little humourless, but surrounds himself with sardonics and cynics like Oladahn and D'Averc. Hawkmoon is always in motion, always considering the next problem, the next battle. In times of peace, such as the enforced exile in the alternate Kamarg, he becomes restless and longs for action.

Hawkmoon believes that men should be the master of their own destinies, but he is constantly battling against outside forces that seek to control him and use him for their own ends. Initially, he is enslaved by the Black Jewel, then later he is drawn into the orbit of the Runestaff. After the Battle of Londra, his obsession with controlling fate drives him to the brink of madness, as he re-fights the battle over and over in his mind trying to save all his friends from death. Finally, he does break the hold of destiny, as the mantle of Eternal Champion passes from him in the final strange confrontation at the city of Tanelorn, where all dreams may be fulfilled.

'Do not be killed, Dorian.'
He laughed reassuring. 'It's not my fate, I think, to be killed by Granbretan. If it were – I'd be dead several times over.'

Dorian Hawkmoon (Master)

Characteristics: STR 15 CON 16 DEX 14 SIZ 14 INT 14 POW 16 CHA 13
Skills: Athletics 60%, Courtesy 40%, Dodge 70%, First Aid 40%, Influence 40%, Lore (Military Tactics) 40%, Lore (World) 70%, Perception 60%, Resilience 70%, Persistence 70%, Riding 90%, Survival 30%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	6/6
4-6	Left Leg	6/6
7-9	Abdomen	6/7
10-12	Chest	6/8
13-15	Right Arm	6/5
16-18	Left Arm	6/5
19-20	Head	6/6

Marvellous Chainmail Shirt, Trews, Helmet (All With Bulwark, Nimble x 2): –20%

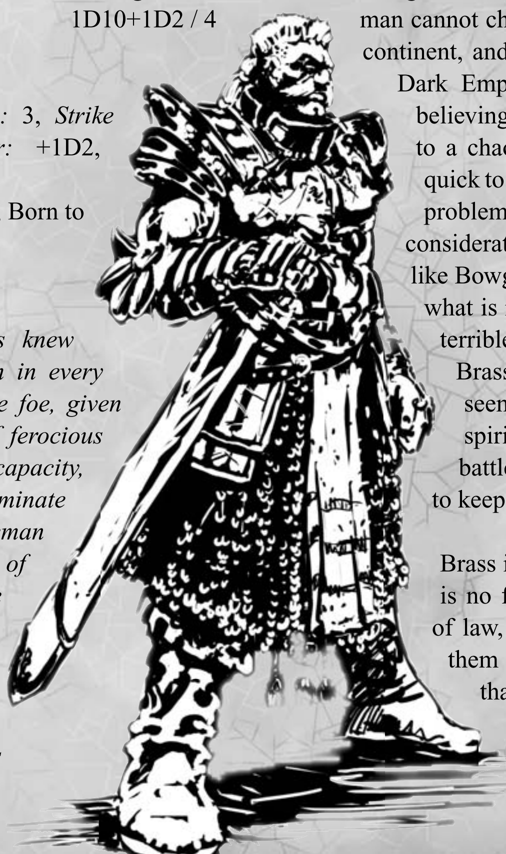
Weapons

Type	*Weapon Skill*	*Damage / AP*
Marvellous Warsword (Warrior's x 2, Baleful)	100%	1D10+1D2 / 4

Special Rules: *Combat Actions:* 3, *Strike Rank:* +14, *Damage Modifier:* +1D2, *Movement:* 4m
Legendary Abilities: Battle Fury, Born to the Saddle, Chosen by Fate

Count Brass

'Those who knew Count Brass knew well enough that he was a man in every sense – a loyal friend, a terrible foe, given much to laughter yet capable of ferocious anger, a drinker of enormous capacity, a trencherman of not indiscriminate tastes, a swordsman and a horseman without peer, a sage in the ways of men and history, a lover at once tender and savage. Count Brass, with his rolling warm voice and his rich vitality, could not help but be a legend, for if the man was exceptional, then so were his deeds.'
– The Jewel in the Skull



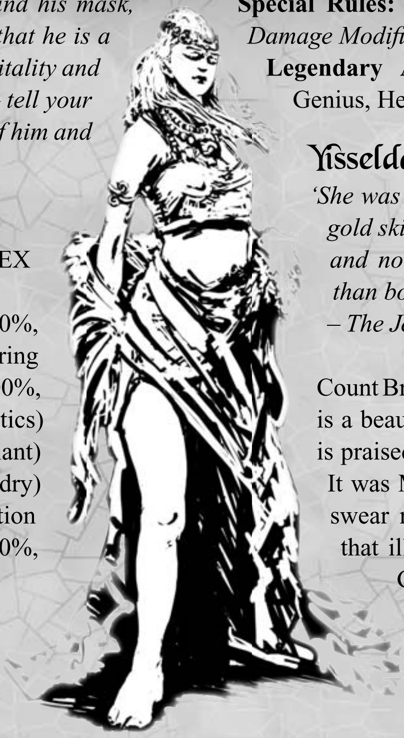
To call Count Brass a polymath, learned in every art and science, is to neglect his prodigious physical capabilities and talents; to call him a titan is to ignore his learning. He is a Renaissance man, a superior human, the sort who is born not once a generation, but once in a millennium. He can perhaps be compared to Leonardo Da Vinci, if Da Vinci had been the greatest general of his age instead of an artist – and even that does not cover the intense charisma of Count Brass.

Count Brass' origins are shrouded in mystery – he made a name for himself on the battlefields of Europe, serving with one army or another in a hundred wars, but he claimed no noble title or honourable lineage. His title of Count was granted to him by the Dukes of Burgundy during a war against Hanoveria, as their noble commanders would not stand to be ordered about by an apparent commoner, but Brass had no domain to call his own until he was acclaimed Lord Guardian of the Kamarg.

The Count is more than willing to risk his life to do what is right, but he is also a keen observer of history. For all his might, he knows – or at least believes – that one man cannot change the course of events across a continent, and so he was willing to tolerate the Dark Empire's conquests of the continent, believing it was the only way to bring order to a chaotic land. His mind is so vast, so quick to make connections and to delve into problems and extrapolations and tactical considerations that he needs moral guides like Bowgentle or Yisselda to remind him of what is right. He also sometimes falls into terrible black fits of utter despair; while Brass has the courage to fight against seemingly insurmountable odds, his spirit baulks at completely hopeless battles. There must always be a chance, to keep things interesting.

Brass is a deeply honourable man, but he is no fool. He will observe all the rules of law, civility and battle, but will break them if he must to succeed. He knows that the winners write the histories, and Count Brass has never suffered defeat.

'Tell Baron Meliadus, who hides behind his mask, too abashed to speak since he knows that he is a graceless cur who has abused my hospitality and has been beaten by me in a fair fight – tell your master that we may well be the death of him and all his kind!'



Count Brass (Hero)

Characteristics: STR 22 CON 18 DEX 12 SIZ 18 INT 20 POW 18 CHA 16

Skills: Athletics 100%, Artillery 120%, Courtesy 80%, Dodge 60%, Engineering 150%, First Aid 70%, Influence 100%, Lore (Animal) 80%, Lore (Military Tactics) 150%, Lore (World) 120%, Lore (Plant) 80%, Lore (History) 90%, Lore (Heraldry) 100%, Mechanisms 90%, Perception 60%, Resilience 150%, Persistence 100%, Riding 120%, Survival 50%.

Sorceries: Acid 20%, Boost 50%, Damage Boosting 40%, Flame-Cannon 40%, Flame-Lance 50% Freeze 50%, Glow 50%, Ignite 60%, Jamming 50%, Neutralise Magic 50%, Sonic 50%, Treat Wounds 40%, Twisting Tower 30%, Sonic Cannon 30%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	8/8
4-6	Left Leg	8/8
7-9	Abdomen	8/9
10-12	Chest	8/10
13-15	Right Arm	8/7
16-18	Left Arm	8/7
19-20	Head	8/8

Heroic Plate Armour (all with Bulwark x2, Nimble x2, Enduring x2): –20%

Weapons

Type	*Weapon Skill*	*Damage / AP*
Heroic Greatsword (Warrior's x 2, Baleful, Penetrating x 2)	130%	2D10+1D6 / 4
Magnitude 5 Flame-Lance	100%	2D8+8 / 2

Special Rules: *Combat Actions:* 2, *Strike Rank:* +16, *Damage Modifier:* +1D6, *Movement:* 4m

Legendary Abilities: Armoured Titan, Scientific Genius, Heroic Aura

Yisselda of Brass, Eternal

'She was a lovely girl of nineteen, with soft rose-gold skin and fair hair that was not quite blonde and not quite auburn but of a colour lovelier than both…'

– The Jewel in the Skull

Count Brass' only daughter and Hawkmoon's love is a beautiful and passionate young woman, and is praised by later poets as the 'light of Europe'. It was Meliadus' lust for her that drives him to swear revenge upon the Runestaff – and it is that ill-considered oath that brings ruin upon Granbretan. It is Yisselda's gentle nature that draws Hawkmoon back from the abyss of madness, and it is her love that inspires him to continue as he quests for the Red Amulet and the Sword of the Dawn.

Although Yisselda is sometimes overshadowed by her more martial friends and relatives, she is a skilled fighter in her own right. While Hawkmoon is in Persia, she is abducted and brought to the castle of the Mad God, where she is made the chief bodyguard and armoured iron maiden of the God's army of amazons. Yisselda's slim beauty and kind nature conceal a surprising core of steel. She is Count Brass' daughter, after all, although her spirit tends towards gentleness and healing instead of war and science.

'*And did I not fight in the bullring as a girl – and win honour there? And did I not train with the guardians of the Kamarg in the arts of the axe, the sword, and the flamelance?'*

Yisselda (Novice)

Characteristics: STR 14 CON 16 DEX 16 SIZ 10 INT 14 POW 16 CHA 18

Skills: Acrobatics 30%, Athletics 50%, Courtesy 40%, Dance 40%, First Aid 30%, Influence 40%, Persistence 70%, Resilience 70%, Play Instrument 40%, Sing 30%, Stealth 30%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	0/7
10-12	Chest	0/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

Weapons

Type	*Weapon Skill*	*Damage / AP*
Surpassing Dagger (Keen x 2)	50%	1D4+3 / 4

Special Rules: *Combat Actions:* 3, *Strike Rank:* +15, *Damage Modifier:* +0, *Movement:* 4m

Bowgentle

'I think we made a mistake bringing a pawn of your perception onto the board, Sir Bowgentle.'
– Count Brass

Bowgentle is Count Brass' closest friend and counsellor. The two men could not be more different – Brass is boisterous, hot-blooded, mercurial and pragmatic, while Bowgentle is quiet, calm, reasoned and idealistic. Still, the two are firm friends. They met during Brass' time as a mercenary, although Bowgentle is nowhere near as good a swordsman as his friend – his talents lie towards poetry, philosophy, history, lore and healing.

Bowgentle knows a little of sorcery, but takes a more mystical approach to it than does Count Brass. The Count believes that there are no supernatural forces, just lost sciences, but Bowgentle intuits there are other powers in the cosmos.



Bowgentle (Veteran)
Characteristics: STR 11 CON 12 DEX 13 SIZ 11 INT 17 POW 15 CHA 15
Skills: Artistic Expression 70%, Courtesy 70%, Dodge 30%, Evaluate 60%, First Aid 90%, Healing 90%, Influence 70%, Lore (Alchemy) 50%, Lore (Animal) 60%, Lore (Astronomy) 60%, Lore (Geography) 40%, Lore (Heraldry) 70%, Lore (Plant) 60%, Lore (Philosophy) 80%, Lore (Theology) 60%, Lore (World) 80%, Perception 50%, Persistence 80%, Resilience 50%, Riding 40%, Sing 60%.

Sorcery: Dominate Species (Human) 50%, Dominate Species (Canines) 40%, Hypnotism 40%, Insight 40%, Sorcerer's Presence 60%, Treat Wounds 50%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Weapons

Type	*Weapon Skill*	*Damage / AP*
Surpassing Sword (Warrior, Baleful)	60%	1D10 / 4
Surpassing Dagger (Keen x 2)	40%	1D4+3 / 4

Special Rules *Combat Actions:* 3, *Strike Rank:* +15, *Damage Modifier:* +0, *Movement:* 4m
Legendary Abilities: Loremaster

Oladahn of the Bulgar Mountains, Eternal Companion

'[He] was a stocky figure of a man almost half Hawkmoon's size. The creature's face was covered with fine, reddish hair and thicker fur of the same colour seemed to cover his body. He was dressed in a leather jerkin supported by a wide belt. On his feet were boots of soft doeskin, and he wore a cape into which were stuck four or five of the finest flamingo feathers.'
– The Jewel in the Skull

Oladahn is the 'smallest of the giants of the Bulgar Mountains'. In truth, he is a



half-giant – his father was an 'adventurous sorcerer' who somehow seduced a giantess. She ate his father during a hard winter, and Oladahn's mother was eaten in turn by his Uncle Barkyos, who terrorised everyone in the mountains. Oladahn survived his uncle's hungers by virtue of his small size, but also his wits. He learned to hunt and to fend for himself, and also studied his father's books to learn a few scraps of sorcery. Oladahn had almost no contact with outsiders until he shot at a strange bird that flew overhead one day. The flamingo fell from the sky, as did a strangely intense young German noble – Hawkmoon.

Oladahn travelled extensively with the duke, taking all their strange adventures with equanimity and good humour. He is an expert archer, and while his fighting style is unpolished, he more than makes up for it with enthusiasm, agility and dirty tricks.

Oladahn (Veteran)

Characteristics: STR 14 CON 16 DEX 20 SIZ 8 INT 12 POW 16 CHA 13
Skills: Acrobatics 80%, Athletics 40%, Dodge 70%, Disguise 60%, Driving 50%, Evaluate 50%, First Aid 40%, Lore (Animal) 60%, Lore (Plant) 30%, Perception 80%, Persistence 60%, Resilience 60%, Riding 60%, Sleight 40%, Stealth 70%, Survival 80%, Throwing 60%, Tracking 60%.
Sorcery: Dominate Species (Human) 60%, Ignite 40%, Insight 30%, Sorcerer's Presence 40%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	1/5
4-6	Left Leg	1/5
7-9	Abdomen	2/6
10-12	Chest	2/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	2/5

Leather Hauberk, Trews, Cap: –8%

Weapons

Type	*Weapon Skill*	*Damage / AP*
Short Sword	60%	1D6 / 5
Greater Longbow (Baleful)	110%	2D10+2 / 2

Special Rules: *Combat Actions:* 4, *Strike Rank:* +16, *Damage Modifier:* +0, *Movement:* 4m
Legendary Abilities: Dead Eye

Huillam D'Averc

'The Boar leader… was the renegade Frenchman, Huillam D'Averc, once a brilliant painter and architect, who had joined the cause of Granbretan long before they had conquered France. An enigma, D'Averc, but a dangerous man for all that he affected illness.'
– The Mad God's Amulet

Huillam D'Averc, the infamous Frenchman, is a study in contrasts. He is a gifted painter and architect, but gave that up to be a soldier. Despite being an athlete and swordsman of great skill and endurance, he nevertheless pretended to ill health and hypochondria all his life. A man of refined tastes and discretion, he allied himself with the Dark Empire. Capricious and quick to discard his former allies, he proved utterly loyal to Hawkmoon. And despite being a cynic and cad, he fell in love at first sight.

When first encountered by Hawkmoon, D'Averc was a member of the Order of the Boar. He was employed as a spy, ambassador and architect by Granbretan, and was sent to Syria to establish an ornithopter base there. After Hawkmoon routed the Boar troops there, D'Averc fled and ended up marooned on a raft in the middle

of the Middle Sea – from whence he was rescued by Hawkmoon! The strange Frenchman drowned the other two surviving Granbretanians and became Hawkmoon's prisoner, but by the time they left the Castle of the Mad God, the two were oddly close friends.

Flana, Countess of Kanbery and later Queen-Emperor of Granbretan, was Huillam's lover for a single night, but the two fell deeply in love, and that relationship was the source of Flana's change of heart and redemption. In an irony that the Frenchman would no doubt have appreciated, if he had the opportunity, Huillam died the second time he encountered Flana. He broke through the enemy lines and into the Palace during the Battle of Londra, but was shot by a vigilant flame-lancer guard before he could embrace his love once more.

Huillam D'Averc (Master)

Characteristics: STR 16 CON 13 DEX 14 SIZ 12 INT 16 POW 13 CHA 16

Skills: Acrobatics 50%, Artistic Expression 80%, Athletics 60%, Craft (Architecture) 80%, Courtesy 90%, Dodge 60%, Engineering 80%, Evaluate 30%, First Aid 40%, Influence 120%, Language (Secret Tongue of the Boar) 70%, Lore (Art) 70%, Lore (Military Tactics) 60%, Lore (World) 80%, Perception 60%, Persistence 90%, Pilot Ornithopter 50%, Resilience 66%, Riding 80%, Sing 80%, Sleight 60%, Streetwise 60%



Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	8/5
4-6	Left Leg	8/5
7-9	Abdomen	8/6
10-12	Chest	8/7
13-15	Right Arm	8/4
16-18	Left Arm	8/4
19-20	Head	8/5

Surpassing Heavy Granbretanian Armour (Bulwark x2, Nimble x2): –28%

Weapons

Type	*Weapon Skill*	*Damage/AP*
Surpassing Warsword (Baleful, Swift, Penetrating, Parrying)	120%	1D10+1D2/5

Special Rules: *Combat Actions:* 3, *Strike Rank:* +15, *Damage Modifier:* +1D2, *Movement:* 4m

Legendary Abilities: Devilish Charm, Duellist

The Warrior in Jet and Gold

'He was dressed in full armour of jet and gold, a long helm completely enclosing his face. He swung a six-foot broadsword and rode a white battle charger as big as Hawkmoon's. Wherever he struck, men fell.'
– The Jewel in the Skull

The mysterious Warrior in Jet and Gold is a servant of the Runestaff and a traveller in the dimensions. He has seemingly aided every side in every conflict in the past, according to the dictates of his master, the Cosmic Balance. The Warrior may not be human, or even mortal – he, or one incarnation of him at any rate – 'dies' in Dnark, but he appears again later in the saga. He may have been resurrected somehow, or the second Warrior may have been another incarnation from a parallel world, or even a past version from the Warrior's tangled timeline. Orland Fank refers to the Warrior as his brother, and weeps when he dies, but that may have been an honorific rather than a true familial relationship.

So, with all those maybes and perhaps, what can be said for certain about the Warrior in Jet and Gold? He appears when needed, and departs when necessary. He has a sense of humour, a weary, sardonic one born of an eternity of dealing with reluctant heroes and daily threats to the whole Multiverse. His purpose is as a messenger



and guide, not a warrior, although he is more than capable of bringing terrible force to bear against enemies if needs be.

The Warrior in Jet And Gold (Master)

Characteristics: STR 20 CON 18 DEX 13 SIZ 16 INT 12 POW 14 CHA 10

Skills: Athletics 90%, Dodge 60%, Driving 50%, Evaluate 50%, First Aid 80%, Influence 70%, Lore (World) 100%, Lore (Philosophy) 120%, Perception 80%, Persistence 120%, Resilience 150%, Riding 120%, Tracking 120%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	8/7
4-6	Left Leg	8/7
7-9	Abdomen	8/8
10-12	Chest	8/9
13-15	Right Arm	8/6
16-18	Left Arm	8/6
19-20	Head	8/7

The Armour of Jet and Gold (Heroic, Bulwark x2, Nimble x3): –28%

Weapons

Type	*Weapon Skill*	*Damage / AP*
Surpassing Great Sword (Baleful, Swift, Penetrating, Parrying)	120%	2D10+1D6 / 4

Special Rules *Combat Actions:* 3, *Strike Rank:* +12, *Damage Modifier:* +1D6, *Movement:* 4m

Legendary Abilities: Poison Immunity, Tireless

Orland Fank

'Tell an Orkney man he belongs to the Dark Empire, and he'll tear the throat from you with his teeth.' He gestured apologetically, and as if in explanation said 'it's the favourite way of dealing with a foe out there, you know. We're not a sophisticated folk.'
– The Runestaff

Orland Fank is an Orkneyman born and bred, quick to laugh and quick to fight. His little island home has been a thorn in the side of the Dark Empire for centuries, for the men of Orkney do not kneel to the Throne Globe. What sets Orland Fank apart from the rest of his kin, though, is that he is a servant of the Runestaff.

Indeed, Fank may be far more than just a servant. He claims the spirit of the Runestaff, Jehamia Cohnahlias, is his son, and has appeared in many places and times where a mere human could not go. Whoever he was, he now claims to be a traveller, crossing the moonbeam roads and gulfs between realities in the service of the Runestaff. If the Warrior is a guide and messenger, then Fank's role is as custodian – he holds certain artefacts, like the mirrored helms, and was responsible for reclaiming the Runestaff and the other regalia after the Battle of Londra. Despite this lofty cosmic duty, Fank remains a down-to-earth sort of fellow, more at home in a tavern or a water-logged boat than in a king's hall or otherdimensional battlefield.

Orland Fank (Veteran)

Characteristics: STR 16 CON 14 DEX 15 SIZ 14 INT 15 POW 13 CHA 12

Skills: Athletics 60%, Boating 90%, Dodge 70%, Driving 60%, Evaluate 50%, First Aid 40%, Influence 50%, Lore (World) 70%, Perception 60%, Persistence 80%, Resilience 80%, Riding 40%, Sing 70%, Stealth 60%, Unarmed 90%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	0/6
4-6	Left Leg	0/6
7-9	Abdomen	3/7
10-12	Chest	3/8
13-15	Right Arm	0/5
16-18	Left Arm	0/5
19-20	Head	0/6

Greater Leather Hauberk (Bulwark): –4%

Weapons

Type	*Weapon Skill*	*Damage / AP*
Greater Great Axe (Baleful)	100%	2D8+2+1D2 / 3

Special Rules *Combat Actions:* 3, *Strike Rank:* +15, *Damage Modifier:* +1D2, *Movement:* 4m

Flana of Kanbery

'Hatred was unknown to her, as was loyalty. She was for the most part a neutral animal, reminding some of a cat and others of a spider – though in her grace and beauty she was more reminiscent of the former.'
– The Sword of the Dawn

Countess Flana of Kanbery is one of the most beautiful and deadly women in Granbretan. She is second in line to the throne, although this is less significant than it sounds, as the King-Emperor is immortal and undying. While some of the noble women of Granbretan fight in the army, and many others join the secret cult of the Iron Lady and run Granbretan's cruel economy and slave empire, both these options bored Flana. She played the games of politics and status almost instinctively with great skill, so the affairs of court offered no diversions for her. She filled her nights – and often, her days – with a succession of lovers. She was married a dozen times, her latest husband being the deranged Grand Constable of the Vultures, the Muscovite Asrovak Mikosevaar, and while they were away she filled the gaps with other toys of all races and genders. When she bored of these playthings, she had them removed – her other hobbies include gardening and the cultivation of rare insects, both of which give her access to a variety of poisons.



Until she meets Huillam D'Averc, Flana exists in a thoughtless state, a sort of animal consciousness, taking pleasure and inflicting pain with no more meaning in either deed than in a spider's catching of a fly. She was incapable of any true emotion, and so pursued the shadows of love and hate desperately. She manages to fit perfectly into Granbretanian society, but lacks the mad passion of their nihilism. After her time with Huillam, Flana is awoken to a better way of living, and becomes a great queen after Huon's death – but before that, she was almost as much a monster as her cousin, the king.

Flana of Kanbery (Veteran)

Characteristics: STR 10 CON 16 DEX 15 SIZ 9 INT 16 POW 13 CHA 16

Skills: Acrobatics 60%, Athletics 60%, Courtesy 70%, Dance 60%, Evaluate 60%, First Aid 40%, Influence 80%, Lore (world) 60%, Perception 60%, Persistence 60%, Resilience 55%, Riding 70%, Sing 60%, Sleight 70%, Stealth 80%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Weapons

Type	*Weapon Skill*	*Damage / AP*
None	—	—

Special Rules: *Combat Actions:* 3, *Strike Rank:* +15, *Damage Modifier:* –1D2, *Movement:* 4m

Pahl Bewchard of Nawleen

'Hawkmoon turned and saw a good-looking young man, dressed all in black leather with a high-collared blood-stained cloak thrown back from his shoulders, a sword in one hand and an axe in the other…'
– The Sword of the Dawn

The city of Nawleen in the land of Amarekh is ruled by the Pirate Lords, who prey on the merchants. Most of the people of Nawleen are too scared of the wrath of the bloodthirsty pirates to resist this occupation, and so they pay taxes and tributes to the pirate enclave, the city-within-a-city called Starvel. The Bewchards – a family of ancient lineage, who have been residents of Nawleen since before the Tragic Millennium – are one of the few who battle the Pirate Lords, running an underground resistance that harries the pirates and their ships.

Pahl spends much of his time outside the city. He is a merchant by trade, but has taken to this naval war against the pirates with gusto. His sister, Jeleana, takes care of the family business while he fights. Bewchard is an optimistic, charismatic soul, quick to make friends and generous to a fault.

Pahl Bewchard (Veteran)

Characteristics: STR 15 CON 15 DEX 15 SIZ 13 INT 10 POW 16 CHA 14
Skills: Athletics 70%, Boating 80%, Dodge 70%, Driving 40%, Evaluate 90%, Influence 90%, Lore (World) 60%, Perception 50%, Persistence 60%, Resilience 59%, Shiphandling 70%, Sing 40%, Stealth 60%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	2/6
4-6	Left Leg	2/6
7-9	Abdomen	3/7
10-12	Chest	3/8
13-15	Right Arm	2/5
16-18	Left Arm	2/5
19-20	Head	0/6

Greater Leather Hauberk, Trews, Shirt (Bulwark): –10%

Weapons

Type	*Weapon Skill*	*Damage / AP*
Marvellous War Sword (Baleful, Swift, Penetrating)	80%	1D10+1D2 / 4
Marvellous Battleaxe (Baleful, Swift, Penetrating)	60%	1D8+1+1D2 / 3

Special Rules: *Combat Actions:* 3, *Strike Rank:* +13, *Damage Modifier:* +1D2, *Movement:* 4m

Malagigi of Hamadan

'Why should Malagigi help you?' the man asked. 'You are from the West, I see. The people of the West bring war and dissension to Hamadan. Begone! I'll have none of you!'
– The Jewel in the Skull

Malagigi is one of the greatest sorcerers of this age of the world. He dwells in the city of Hamadan, in distant Persia. Malagigi has little interest in using his powers for conquest, or for helping others – he seems obsessed with knowledge for its own sake. He is aware of the Runestaff, and the need for cosmic balance, but he does not yet recognise Granbretan as a threat to that balance.

Malagigi of Hamadan (Master)

Characteristics: STR 8 CON 8 DEX 12 SIZ 10 INT 18 POW 16 CHA 10
Skills: Dodge 30%, Engineering 80%, Evaluate 60%, First Aid 90%, Influence 50%, Healing 120%, Lore (World) 100%, Mechanisms 80%, Perception 70%, Sleight 60%

Sorcery: Many including; Jamming 100%, Neutralise Magic 60%, Machine of the Black Jewel 30%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	0/5
10-12	Chest	0/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Weapons

Type	*Weapon Skill*	*Damage / AP*
None	—	—

Special Rules: *Combat Actions:* 2, *Strike Rank:* +15, *Damage Modifier:* –1D2, *Movement:* 4m
Legendary Abilities: Scientific Genius

Baron Meliadus

'I will find you, Hawkmoon – and your friends. I will bring all the scientific knowledge of Granbretan to bear on this search. And I will follow you, if needs be, to whatever place you have escaped to, whether it be on this earth or beyond it, and you will know my vengeance. By the Runestaff, I swear this!'
– The Mad God's Amulet

Meliadus is the Baron of Kroiden, one of the richest districts in London, but his true base of power is his post of Grand Constable of the Order of the Wolf, the single most powerful fighting force in all Europe, possibly in the entire world. Meliadus is among the chief generals of Granbretan, and was the architect of their swift conquest of Europe. The other generals estimated that it would take the Dark Empire twenty years to defeat all the courts; thanks mainly to Meliadus' tactical genius and hatred of those who oppose him, they controlled all of Europe within two years.



The Lords of Granbretan

King-Emperor Huon, Shenagar Trott, Taragorm and all the other villains of the Dark Empire will be presented in the upcoming *Granbretan* sourcebook.

Meliadus is not a ravening monster on the surface. He is capable of being charming, even kind, but anyone who defies him in the slightest becomes his enemy, and he destroys his enemies. He admired Count Brass, and wished to ally with the Count, but as soon as Brass and Yisselda reject his overtures, he vows revenge on them, and goes to great lengths to destroy him. The more his plans are foiled by Hawkmoon, the more obsessed he becomes with destroying the Germanian and his allies. When his fellow lords and the King-Emperor question Meliadus' monomaniacal focus on locating and defeating Hawkmoon, Meliadus begins to consider the other Granbretanians his enemies, leading to his disastrous rebellion against Huon.

In a very real way, Meliadus *is* Granbretan – a man of great will, strength and intelligence, even admirable in some ways, but possessed of such hate and malice that he would burn the world just to laugh at the dancing flames.

Baron Meliadus (Villain)

Characteristics: STR 16 CON 18 DEX 14 SIZ 17 INT 17 POW 17 CHA 15
Skills: Artillery 80%, Athletics 70%, Courtesy 70%, Dodge 60%, Evaluate 70%, First Aid 50%, Influence 90%, Lore (Military Tactics) 120%, Lore (world) 90%, Perception 70%, Persistence 100%, Pilot Ornithopter 60%, Resilience 120%, Riding 90%, Streetwise 90%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	8/7
4-6	Left Leg	8/7
7-9	Abdomen	8/8
10-12	Chest	8/9
13-15	Right Arm	8/6
16-18	Left Arm	8/6
19-20	Head	8/7

Surpassing Granbretanian Armour (Bulwark x2, Bastion, Light): –42%

Weapons

Type	*Weapon Skill*	*Damage / AP*
Surpassing Greatsword (Baleful, Warrior's, Swift, Penetrating	140%	2D10 / 4
Flame-lance	100%	2D8 / 2

Special Rules: *Combat Actions:* 3, *Strike Rank:* +15, *Damage Modifier:* +1D2, *Movement:* 4m
Legendary Abilities: Battle Fury, Heroic Aura, Madness of Granbretan

Baron Kalan

'There are those who judge Granbretan insane… those with blunted perspectives, who cannot see the grant plan, are not convinced of the nobility of our grand crusade. They say, you know, that we *are mad, ha ha!'*
– The Jewel in the Skull

The mad genius of Vitall is the chief artificer of the Dark Empire. As head of the Order of the Snake, he commands legions of sorcerer-scientists, vivisectionists, poisonous alchemists, twisted industrialists and all the foul, nightmare industry of the Dark Empire. His laboratories churn out new and deadly machines, but Kalan's two special obsessions are mastery of space and mastery of the mind. He has personally developed new forms of ornithopter, as well as swifter engines for the great warships of the navy, while psychic devices like the Mentality Machine and the terrible Machine of the Black Jewel were spawned in his dark dungeons under Londra.

Kalan's is as cruel as all the rest of the Lords of Granbretan, but his hatred is perhaps more subtle and more encompassing. He despises all humanity, regardless of nation or nature. He delights in causing pain and destruction, as long as it demonstrates the power of his science-sorcery. Kalan's pride in his mastery of sorcery is his greatest flaw; his hubris will lead him to defy both King-Emperor Huon and the laws of time and space.

Baron Kalan (Master)

Characteristics: STR 10 CON 11 DEX 12 SIZ 10 INT 18 POW 17 CHA 13

Skills: Artillery 120%, Courtesy 50%, Dodge 60%, Engineering 150%, Evaluate 90%, First Aid 90%, Healing 90%, Influence 70%, Lore (Astronomy) 90%, Lore (Animal) 90%, Lore (Plant) 90%, Lore (Poisons) 80%, Lore (World) 90%, Mechanisms 100%, Perception 50%, Persistence 100%, Pilot Ornithopter 90%, Resilience 60%

Sorcery: Many, including Insight 60%, Poison 50%, Plague 40%, Smother 80%, Psychic Projection 60%, Treat Wounds 100%, Acid Cannon 20%, Toiling Engine 30%, Tutelary Intellect 40%, Machine of the Black Jewel 60%, Pyramid of Dimensional Travel 30%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	2/5
4-6	Left Leg	2/5
7-9	Abdomen	2/6
10-12	Chest	2/7
13-15	Right Arm	2/4
16-18	Left Arm	2/4
19-20	Head	2/5

Kalan's Armoured Robes: –4%

Weapons

Type	*Weapon Skill*	*Damage / AP*
None	—	—

Special Rules: *Combat Actions:* 2, *Strike Rank:* +15, *Damage Modifier:* –1D2, *Movement:* 4m
Legendary Abilities: Loremaster, Madness of Granbretan, Scientific Genius

Lord Agonovos

'You knew of me, last of the Hawkmoons – but you did not know as much as you should know. Know you not that many of my years were spent in Londra, teaching the Lords of Granbretan my secrets? We have long had an alliance, the Dark Empire and I!'
– The Jewel in the Skull

Many centuries ago, the sorcerer Agonovos was exiled from Köln by the dukes of that domain. They expected the evil madman to die in the wilderness. Through his foul magic, he survived. His body has rotted, but he has

preserved his life through his dark sorcery. He specialises in life-altering magics, creating mutants and new species. He has, in the past, been employed as a court sorcerer in Granbretan, creating war-beasts and plagues for them, but now he roams the East with his caravan of freaks and monsters.

Lord Agonovos (Master)

Characteristics: STR 16 CON 20 DEX 10 SIZ 14 INT 17 POW 15 CHA 6
Skills: Courtesy 30%, Drive 70%, Dodge 60%, Evaluate 90%, First Aid 140%, Healing 150%, Influence 40%, Lore (Animal) 130%, Lore (Plant) 120%, Lore (World) 90%, Perception 50%, Persistence 100%, Resilience 120%, Riding 50%

Sorcery: Many, including Agony 70%, Clone 40%, Damage Resistance 70%, Imbue Artefact 70%, Jamming 70%, Mutate 90%, Resurrection Drug 60%, Treat Wounds 80%

Agonovos's helm is Imbued with Magnitude 5 Jamming, which automatically activates whenever a spell is cast at the sorcerer. His body is Imbued with multiple Treat Wounds spells, all at Magnitude 3. Agonovos can heal up to 30 points of damage to his own body, at the rate of 3 points per round.

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	3/7
4-6	Left Leg	3/7
7-9	Abdomen	5/8
10-12	Chest	5/9
13-15	Right Arm	3/6
16-18	Left Arm	3/6
19-20	Head	5/7

Agonovos' Patchwork Armour: –20%

Weapons

Type	*Weapon Skill*	*Damage/AP*
Greater Warsword (Baleful)	80%	1D10+1D2/4

Special Rules: *Combat Actions:* 2, *Strike Rank:* +14, *Damage Modifier:* +1D2, *Movement:* 4m
Legendary Abilities: Disease Immunity, Poison Immunity

The Rank & File

All the characters below are suitable foes for Novice or Seasoned Player Characters.

Brigand

The statistics below describe the sort of highwayman or scavenger that plagues all of Europe. Crows of this sort can be found lurking on the fringes of battlefields or on dangerous roads, waiting for their next victim. They do not have the training or discipline of a real soldier, but can easily intimidate an unfortunate traveller into handing over his money – or his life!

Characteristics: STR 11 CON 9 DEX 11 SIZ 8 INT 8 POW 12 CHA 10
Skills: Athletics 20%, Dodge 30%, Perception 35%, Stealth 40%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	1/4
4-6	Left Leg	1/4
7-9	Abdomen	2/5
10-12	Chest	2/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	2/4

Leather Hauberk, Trews, Cap: –8% Skill Penalty

Weapons

Type	*Weapon Skill*	*Damage / AP*
1H Sword	30%	1D6–1D2 / 3
Shortbow	40%	1D8–1D2 / 2

Special Rules: *Combat Actions:* 2, *Strike Rank:* +9, *Damage Modifier:* –1D2, *Movement:* 4m

Craftsman

This is a moderately skilled craftsman, like a blacksmith or woodworker, who might be found in any small settlement.

Characteristics: STR 13 CON 10 DEX 11 SIZ 8 INT 10 POW 9 CHA 10
Skills: Artistic Expression 30%, Craft 50%, Evaluate 40%, Influence 30%, Streetwise 30%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	–/4
4-6	Left Leg	–/4
7-9	Abdomen	–/5
10-12	Chest	–/6
13-15	Right Arm	–/3
16-18	Left Arm	–/3
19-20	Head	–/4

Weapons

Type	*Weapon Skill*	*Damage / AP*
Improvised	24%	1D6–1
Hatchet	30%	1D6 / 3

Special Rules: *Combat Actions:* 2, *Strike Rank:* +10, *Damage Modifier:* +0, *Movement:* 4m

Dark Empire Foot Soldier

The sound of the iron boots of these disciplined soldiers can be heard echoing across Europe, the trump of doom for freedom and hope. As a member of one of the terrible Beast Orders, this soldier is utterly and completely loyal to his fellow warriors and to his commander; his determination and dedication would do him credit, if it were not to such a terrible purpose.

Characteristics: STR 15 CON 15 DEX 11 SIZ 12 INT 8 POW 8 CHA 7
Skills: Artillery 30%, Athletics 40%, First Aid 30%, Lore (Military Tactics) 30%, Perception 35%, Riding 30%, Survival 30%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	7/6
4-6	Left Leg	7/6
7-9	Abdomen	7/7
10-12	Chest	7/8
13-15	Right Arm	7/5
16-18	Left Arm	7/5
19-20	Head	7/6

Standard Granbretanian Armour: –35% Skill Penalty

Weapons

Type	*Weapon Skill*	*Damage / AP*
Halberd	70%	1D8+1D2+1 / 3
Flame-Lance	60%	2D8+1D8 / 2

Special Rules *Combat Actions:* 2, *Strike Rank:* +10, *Damage Modifier:* +1D2, *Movement:* 4m

Guardian of the Kamarg

The tradition of the Guardians dates back millennia. The guardians were originally horse-tamers and expert riders, but when the chaos of the wars tore Europe apart, they took up arms to defend their beloved homeland. Over the centuries, the Guardians have become a formidable fighting force, loyal to the Lord Guardian of the Kamarg. Under Count Brass, their equipment has been upgraded to incorporate advanced flame-lances, and they have benefited from the tutelage of the most renowned warrior in all of Europe.

Characteristics: STR 13 CON 15 DEX 14 SIZ 10 INT 10 POW 13 CHA 10
Skills: Athletics 40%, Lore (Military Tactics) 30%, Lore (Plant) 30%, Perception 40%, Riding 50%, Survival 40%, Tracking 40%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	1/5
4-6	Left Leg	1/5
7-9	Abdomen	5/6
10-12	Chest	5/7
13-15	Right Arm	5/4
16-18	Left Arm	5/4
19-20	Head	5/5

Helmet, Leather Trews, Chain Shirt: –27% Skill Penalty

Weapons

Type	*Weapon Skill*	*Damage / AP*
Longspear	50%	1D10 / 2
Flame-Lance	40%	2D8+1D8 / 2

Special Rules: *Combat Actions:* 3, *Strike Rank:* +12, *Damage Modifier:* +0, *Movement:* 4m

Mercenary

Sellswords roam the continent, drifting from army to army. Some are disenfranchised nobles or survivors of other armies, and still remember something of their lost honour. Others are brutish men, more like animals in armour with swords for fangs.

Characteristics: STR 14 CON 13 DEX 12 SIZ 14 INT 8 POW 9 CHA 12
Skills: Athletics 30%, Dodge 40%, Lore (Military Tactics) 30%, Riding 30%, Survival 40%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	1/6
4-6	Left Leg	1/6
7-9	Abdomen	5/7
10-12	Chest	5/8
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	5/6

Helmet, Leather Trews, Chain Shirt: –27% Skill Penalty

Weapons

Type	*Weapon Skill*	*Damage / AP*
1H Sword	55%	1D8+1D2 / 4
Target Shield	40%	1D6+1D2 / 8

Special Rules *Combat Actions:* 2, *Strike Rank:* +10, *Damage Modifier:* +1D2, *Movement:* 4m

Noble

This is a wealthy noble courtier or diplomat, not a warrior. Nobles are better educated and more refined than commoners, and are more likely to rely on their reputation and political power than weapons in a fight – and if influence fails, then the noble probably has a half-dozen bodyguards or men-at-arms to deal with any problems.

Characteristics: STR 10 CON 14 DEX 11 SIZ 11 INT 14 POW 12 CHA 15
Skills: Courtesy 40%, Dance 30%, Evaluate 30%, Influence 40%, Lore (World) 30%, Riding 40%

Armour & Hit Points

D20	**Hit Location**	**AP/HP**
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	0/6
10-12	Chest	0/7
13-15	Right Arm	0/4
16-18	Left Arm	0/4
19-20	Head	0/5

Weapons

Type	*Weapon Skill*	*Damage / AP*
Rapier	20%	1D8 / 3

Special Rules *Combat Actions:* 2, *Strike Rank:* +12, *Damage Modifier:* +0, *Movement:* 4m

Peasant

An ordinary, humble peasant.

Characteristics: STR 12 CON 9 DEX 9 SIZ 10 INT 7 POW 10 CHA 12
Skills: Athletics 30%, Driving 30%, Lore (plant) 30%

Armour & Hit Points

D20	**Hit Location**	**AP/HP**
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	0/5
10-12	Chest	0/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Weapons

Type	*Weapon Skill*	*Damage / AP*
Club	20%	1D6 / 2

Special Rules *Combat Actions:* 2, *Strike Rank:* +8, *Damage Modifier:* +0, *Movement:* 4m

Sage

This is a well-educated lore-master, such as a tutor to the children of nobles, a professor in some university, or an advisor in a court. He may even know a few fragments of sorcery, but he has the sense not to dabble in the dangerous arcane arts.

Characteristics: STR 8 CON 6 DEX 10 SIZ 11 INT 16 POW 15 CHA 13
Skills: Courtesy 40%, Evaluate 40%, Healing 50%, Influence 40%, Lore (World) 50%, Lore (History) 50%, Lore (Heraldry) 40%.

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	0/5
10-12	Chest	0/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Weapons

Type	*Weapon Skill*	*Damage / AP*
Staff	20%	1D8–1D2 / 3

Special Rules *Combat Actions:* 2, *Strike Rank:* +13, *Damage Modifier:* –1D2, *Movement:* 4m

Soldier

Professional soldiers like this are the backbone of the European armies, professional men-at-arms who are better trained and equipped than peasant levies, but are not mounted cavalry or knights.

Characteristics: STR 12 CON 14 DEX 13 SIZ 13 INT 10 POW 10 CHA 8
Skills: Athletics 40%, Dodge 30%, Driving 20%, Lore (military tactics) 40%, Perception 30%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	5/6
4-6	Left Leg	5/6
7-9	Abdomen	5/7
10-12	Chest	5/8
13-15	Right Arm	5/5
16-18	Left Arm	5/5
19-20	Head	5/6

Chain Coif, Shirt & Trews: –35% Skill Penalty

Weapons

Type	*Weapon Skill*	*Damage / AP*
Halberd	60%	1D8 / 3

Special Rules: *Combat Actions:* 3, *Strike Rank:* +11, *Damage Modifier:* +0, *Movement:* 4m

Thief

A sneak-thief, pick-pocket or burglar. Thieves like this are generally found in large towns and cities, where there is something worth stealing.

Characteristics: STR 10 CON 11 DEX 16 SIZ 10 INT 12 POW 10 CHA 12
Skills: Acrobatics 50%, Athletics 40%, Dodge 40%, Evaluate 40%, Sleight 50%, Stealth 60%, Streetwise 40%

Armour & Hit Points

D20	Hit Location	AP/HP
1-3	Right Leg	0/5
4-6	Left Leg	0/5
7-9	Abdomen	1/6
10-12	Chest	1/7
13-15	Right Arm	1/4
16-18	Left Arm	1/4
19-20	Head	0/5

Leather Shirt: –4% Skill Penalty

Weapons

Type	*Weapon Skill*	*Damage / AP*
Dagger	30%	1D4–1D2+1 / 4

Special Rules: *Combat Actions:* 3, *Strike Rank:* +14, *Damage Modifier:* –1D2, *Movement:* 4m

Creatures

Creatures & Intelligence

A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient.

Traits

The full description of creature Traits and their effect on the game is covered here.

Breathe Flame

The creature may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the creature, which stretches for its POW in metres. At its furthest extent, the cone is equal to ½ the creature's POW in width.

Any character caught in the flame suffers the noted fire damage to all hit locations, though a character may dive for cover to halve this damage and armour points count as normal.

A creature may only breathe flame once in a specified time period (usually once per hour or once per day). Further attempts to breathe flame within this time period requires the creature to make a Resilience test, with a cumulative –20% penalty for every attempt.

Dark Sight
Allows the character to treat pitch black conditions as darkness.

Earth Sense
By sensing heat and air pressure, a creature with Earth Sense can fight and make Perception tests with no penalty, so long as their target is no more than ten metres away.

Excellent Swimmer
The creature gains a +30% bonus to its Athletics skill whenever swimming. In addition, the creature uses its normal Movement score when swimming.

Formidable Natural Weapons
This creature's natural weapons are as tough and durable as metal. As such they may parry weapon attacks.

Life Sense
If the creature touches another and makes a successful Perception test, it will learn of the target's current hit points, Fatigue level and whether it is currently afflicted by any poison or disease.

Night Sight
Allows the character to treat partial darkness as illuminated and darkness as partial darkness.

Poison
One of the creature's attacks, or possibly its very form, is poisoned. The description will describe the particular poison or venom the creature employs.

Regeneration
The creature heals swiftly, regaining one hit point in each injured location every round.

Creature Descriptions
Each statistic block is divided into four sections.

Characteristics: Both random and average Characteristic scores are listed here.

Hit Locations: As well as the random scores for determining which Hit Location is struck in combat, there are two scores listed – the first is the natural armour points of the location (if any) and the second is its hit points.

Weapons: This features the creature's Strike Rank, attacks and damage.

Special Rules: Skills, Combat Actions, Strike Rank modifier, Movement, Traits, typical armour and special rules are noted here. The skills are the basic skills for the creature type – individual creatures may well possess enhanced scores or additional skills.

Baragoon
The baragoon had once been men themselves, before they had been taken as slaves to the former Guardians's sorcerous laboratories and there transformed. Now they were monsters eight feet high and enormously broad, bile-coloured and slithering on their bellies through the marshland, they rose only to leap upon and rend their prey with their steel-hard talons. When they did, on occasion, have the good fortune to find a man alone they would take slow vengeance, delighting in eating a man's limbs before his eyes.
– The Jewel in the Skull

The baragoon retain some of their human intelligence, but their minds are clouded by madness and agony. Some have even essayed to speak like humans, but their mouths can no longer form intelligible words, only gibbering nonsense and cries of hate.

Characteristics

STR	2D6+22	(29)
CON	3D6+10	(20)
DEX	3D6+4	(10)
SIZ	3D6+12	(23)
INT	1D6+6	(9)
POW	3D6	(10)
CHA	2D6	(7)

Baragoon Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	3/9
4-6	Left Leg	3/9
7-9	Abdomen	3/10
10-12	Chest	3/11
13-15	Right Arm	3/8
16-18	Left Arm	3/8
19-20	Head	3/9

Weapons

Type	*Weapon Skill*	*Damage*
Claw	60%	1D6+1D12

Special Rules

Combat Actions: 2
Strike Rank: +9
Movement: 5m
Traits: Night Sight
Skills: Resilience 70%, Stealth 40%, Survival 60%, Tracking 50%
Typical Armour: Hide (AP 3, no Skill Penalty)

Bull

The famous white bulls of the Kamarg are especially large and fierce, but ordinary bulls can be found throughout Europe, either running wild or on farms.

Characteristics

STR	4D6+6	(18)
CON	2D6+9	(15)
DEX	2D6	(7)
SIZ	2D6+9	(15)
INT	4	(4)
POW	2D6	(7)
CHA	4	(4)

Bull Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/6
3-4	Left Hind Leg	2/6
5-7	Hindquarters	2/7
8-10	Forequarters	2/8
11-13	Right Front Leg	2/5
14-16	Left Front Leg	2/5
17-20	Head	2/6

Weapons

Type	*Weapon skill*	*Damage*
Charge	40%	1D8+1D4
Trample	55%	1D8+2D4

Special Rules

Combat Actions: 2
Strike Rank: +5
Movement: 5m
Traits: Trample
Skills: Athletics 55%, Perception 30%, Resilience 52%, Survival 20%
Typical Armour: Hide (AP 2, no Skill Penalty)

Charki

'*They seemed to be grey things, the colour of dark stone, but with many legs and waving protuberances. Hawkmoon could not decide whether they were creatures or machines, or neither… now pieces of the ceiling began to fall, and a grey stonelike creature crept through the crack in the wall and into the passage. On the end of the creature was what resembled a sucker such as an octopus would possess, moving like a mouth seeking to kiss them… The wall gave way altogether, and it revealed*



a mass of waving arms, a pulsing head, and a face that was a parody of human features, grinning a placatory idiot's grin.'
– The Sword of the Dawn

The bizarre spawn of science known as the Charki are the bane of the people of the Kammps in distant Amarekh. The Charki roam the plains above the underground Kammps, hunting and burrowing to find their prey. According to ancient lore, the Charki were created by the villainous sorcerer Zhenadar-vron-Kensai, who coveted the advanced science of the Kammp-folk.

Charki can drain the life and energy from anything they touch, and the baleful influencing rays they project drive men insane. A character within 10 metres of a Charki who is not protected by either defensive sorcery (such as Jamming or the Helm of Agonovos) must make a Persistence check opposed by the Charki's POW x 5.

Characteristics

STR	3D6+10	(21)
CON	3D6+10	(21)
DEX	2D6+6	(13)
SIZ	2D6+20	(27)
INT	2D6	(7)
POW	2D6+6	(13)
CHA	5	(5)

Charki Hit Locations

D20	Hit Location	AP/HP
1-2	Tentacle	3/10
3-4	Tentacle	3/10
5-7	Lower Body	3/11
8-10	Upper Body	3/12
11-13	Tentacle	3/9
14-16	Tentacle	3/9
17-20	Head	3/10

Weapons

Type	*Weapon skill*	*Damage / AP*
Tentacle	60%	1D6+1D8+drain / 3

A character hit by a charki tentacle loses an extra 1D6 hit points from the creature's life draining ability. This extra damage ignores armour.

Special Rules

Combat Actions: 3
Strike Rank: +10
Movement: 3m
Traits: Earth Sense, Formidable Natural Weapons
Skills: Resilience 86%, Perception 40%, Persistence 70%, Tracking 75%

Doombat

'On the opposite side they saw gigantic winged beasts, like great black bats but with long arms and curved claws. They were rending at the retreating warriors, and some were already feasting on the corpses.'
– The Jewel in the Skull

These monstrous bat-things are said by some to a product of the transforming winds of the Tragic Millennium, but sorcerers are thick as flies in Syria, so it is more probably that they were warped in some desert laboratory or research city. Doombats are surly beasts, and cannot normally be ridden (–60% to any Riding attempts). They are too fat to fly for long distances, but can glide over walls and other fortifications.

Doombats feed on carrion, and their great bulk and ferocity in combat means that their hunger for flesh is great indeed. A doombat that is not immediately threatened and has food to feast upon will stop to consume the freshly killed corpses unless goaded on into battle with a successful Lore (animal) skill check.

Drain

	Defender's Roll (Persistence)		
Attacker's Roll (Persistence)	*Failure*	*Success*	*Critical Result*
Failure	Roll again in 30 seconds (6 rounds)	Immune to the Charki's effects	Immune to the Charki's effects
Success	Defender suffers a –20% to all skill rolls while the Charki is present.	Roll again in 30 seconds (6 rounds)	Immune to the Charki's effects
Critical Result	Defender attacks random target while the Charki is present.	Defender suffers a –20% to all skill rolls while the Charki is present.	Defender suffers a –20% to all skill rolls while the Charki is present.

Characteristics

STR	4D6+12	(26)
CON	4D6+6	(20)
DEX	3D6	(10)
SIZ	4D6+12	(26)
INT	2	(2)
POW	3D6	(10)
CHA	4	(4)

Doombat Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	2/10
3-4	Left Hind Leg	2/10
5-7	Hindquarters	2/11
8-10	Forequarters	2/11
11-13	Right Wing	2/10
14-16	Left Wing	2/10
17-20	Head	2/10

Weapons

Type	*Weapon skill*	*Damage*
Claw	70%	1D6+1D12
Bite	50%	1D8+1D12+drain

A doombat's bite attack allows the creature to drain blood from its victim. The victim suffers one point of CON drain per bite attack, and the doombat regains one hit point to each of its locations.

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 3m, doombats can glide up to 10m from a height.
Traits: Night Sight
Skills: Athletics 40%, Resilience 70%, Perception 60% (20% in daylight), Tracking 40%
Typical Armour: Fur (AP 2, no Skill Penalty)

Dragon of Dnark

'Other beasts began to emerge all around them. Gigantic, reptilian monsters with gaping red jaws and triple rows of teeth, the water streaming from their scales and their blazing eyes full of mad, rolling evil.'
– The Runestaff

These gigantic dragon-like beasts appear to dwell in the seas east of the shining city of Dnark. Their sheer size and ferocity, as well as their lack of kinship with any other creature of this world, suggests that they were either grown in some laboratory – a living weapon, swifter than an aircraft and more stealthy than a submarine – or else that they were brought from some other place, another planet or another dimension. The ones encountered by Hawkmoon were servants of the Runestaff, but other dragons may serve other powers.

Characteristics

STR	20D6	(70)
CON	10D6	(35)
DEX	4D6	(14)
SIZ	10D6+30	(65)
INT	2D6+6	(13)
POW	3D6	(11)
CHA	6D6	(21)

Dragon Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	8/20
3-4	Right Hind Leg	8/20
5-6	Left Hind Leg	8/20
7-8	Hindquarters	8/21
9-10	Forequarters	8/21
11-12	Right Wing	8/19
13-14	Left Wing	8/19
11-13	Right Front Leg	8/20
14-16	Left Front Leg	8/20
19-20	Head	8/20

Weapons

Type	*Weapon Skill*	*Damage / AP*
Bite	125%	1D10+3D12 / 4
Claw	95%	1D8+3D12 / 6
Tail	90%	1D20+3D12 / 8

Special Rules

Combat Actions: 3
Strike Rank: +13
Movement: 6m, Fly 10m
Traits: Night Sight, Formidable Natural Weapons
Skills: Athletics 100%, Persistence 100%, Resilience 100%
Typical Armour: Dragonhide (AP 8, No Skill Penalty)

Flamingo

'Soaring into the sky, the scarlet flamingos, with their riders in their high saddles, each man armed with a flame-lance, wheeled towards the brazen ornithopters.'
– The Jewel in the Skull

The scarlet birds of the Kamarg have dwelled in its lush marshlands for millennia, but they only attained their present size and strength after exposure to the transforming winds of the wars. The birds are tamed and used as mounts by the folk of the Kamarg, although flamingos do not travel well – they feed primarily on shellfish and shrimps and other aquatic vermin, which makes it hard to find fodder for the creatures outside their home habitat. Count Brass has been experimenting with a form of dried shellfish that permits a flamingo to operate far beyond the Kamarg, but this is but one of the Count's many projects.

Characteristics

STR	2D6+6	(13)
CON	3D6	(11)
DEX	2D6+6	(13)
SIZ	3D6+6	(15)
INT	2	(2)
POW	2D6	(7)
CHA	7	(7)

Flamingo Hit Locations

D20	Hit Location	AP/HP
1-2	Right Hind Leg	0/6
3-4	Left Hind Leg	0/6
5-7	Hindquarters	0/7
8-10	Forequarters	0/8
11-13	Right Wing	0/5
14-16	Left Wing	0/5
17-20	Head	0/6

Weapons

Type	*Weapon skill*	*Damage*
Peck	35%	1D4+1D2
Kick	40%	1D6+1D2

Special Rules

Combat Actions: 3
Strike Rank: +7
Movement: 4m, Fly 16m
Skills: Athletics 50%, Dodge 30%, Resilience 50%, Perception 55%



Giant

Giants dwell in the wildernesses of Tragic Europe. One notable tribe, led by particular fearsome monster named Barkyos, is known for having produced the half-giant Oladahn, later one of the heroes of the battle of Londra. Giants were once human, but were changed by the foul warping sorceries of the wars. They are known for being cannibals – the leader of a tribe of giants wins his title by eating all other claimants. Some ambitious sorcerers or nobles have tried to recruit giants as mercenaries or minions, but the brutes generally refuse to serve anyone who balks at a giant meal…

Characteristics

STR	6D6	(20)
CON	6D6	(20)
DEX	3D6	(10)
SIZ	4D6+12	(23)
INT	2D6	(7)
POW	3D6	(10)
CHA	2D6	(7)

Giant Hit Locations

D20	Hit Location	AP/HP
1-2	Right Leg	0/9
3-4	Left Leg	0/9
5-7	Abdomen	2/10
8-10	Chest	2/11
11-13	Right Arm	0/8
14-16	Left Arm	0/8
17-20	Head	0/9

Weapons

Type	*Weapon skill*	*Damage / AP*
Club	40%	2D6 / 2

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 6m
Skills: Athletics 40%, Perception 30%, Resilience 70%
Typical Armour: Leather Hauberk (AP 2, –4% Skill Penalty)

Guardian Machine

'It crouched on metal feet, towering over them, its multicoloured scales half-blinding them. The length of its back, save for its neck, was a mass of knife-sharp horns. It had a body fashioned somewhat like an ape's, with short hind legs and long forelegs ending in hands of taloned metal. Its eyes were multifaceted like a fly's, glowing with shifting colours, and its snout was full of razor-sharp teeth.'
– The Mad God's Amulet

Monstrous machines like this one were set to watch over research cities and technology caches during the Tragic Millennium. The robots are virtually indestructible – Hawkmoon managed to blind the one at Soryandum, but when he returned there years later, it was still roaming the desert and still devastatingly powerful. The machines are immune to flame, heat, cold and electrical attacks, although some forms of sorcery can hinder them.

The machines are mindless, and therefore immune to any effect or power that affects the mind.

Characteristics

STR	10D6	(35)
CON	10D6	(35)
DEX	4D6	(13)
SIZ	6D6+12	(33)
INT	0	(0)
POW	0	(0)
CHA	3	(3)



Guardian Machine Hit Locations

D20	Hit Location	AP/HP
1-3	Right Leg	12/17
3-6	Left Leg	12/17
7-9	Abdomen	12/18
10-12	Chest	12/19
13-15	Right Arm	12/16
16-18	Left Arm	12/16
19-20	Head	12/17

Weapons

Type	*Weapon skill*	*Damage / AP*
Claw	150%	4D6 / 6
Bite	100%	2D12+1D12 / 8

Special Rules

Combat Actions: 3
Strike Rank: +4
Movement: 6m
Traits: Formidable Natural Weapons, Earth Sense, Night Sight
Skills: Athletics 150%, Perception 100%
Typical Armour: Invulnerable Plates (AP 12, no Skill Penalty)

Horse, Riding

This is a fine, high-quality riding horse, as might be used by a courier or noble traveller.

Characteristics

STR	2D6+18	(25)
CON	3D6+6	(16)
DEX	2D6+3	(10)
SIZ	2D6+18	(25)
INT	4	(4)
POW	3D6	(10)
CHA	5	(5)

Horse Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/9
3–4	Left Hind Leg	2/9
5–7	Hindquarters	2/10
8–10	Forequarters	2/10
11–13	Right Front Leg	2/9
14–16	Left Front Leg	2/9
17–20	Head	2/9

Weapons

Type	*Weapon Skill*	*Damage*
Kick	40%	1D6+1D10

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 6m
Skills: Athletics 75%, Resilience 66%, Survival 20%
Typical Armour: Hide (AP 2, no Skill Penalty)

Horse, Horned

The Kamarg is home to a curious breed of horses that have ram-like curved horns growing from their skulls. These mutants breed true. Their temperament tends towards the vicious and rebellious, but the folk of the Kamarg are good with animals, and many of these wild beasts have been tamed and broken to the saddle.

Characteristics

STR	2D6+22	(29)
CON	3D6+10	(20)
DEX	2D6+3	(10)
SIZ	2D6+22	(29)
INT	4	(4)
POW	3D6	(10)
CHA	5	(5)

Horse Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/10
3–4	Left Hind Leg	2/10
5–7	Hindquarters	2/11
8–10	Forequarters	2/11
11–13	Right Front Leg	2/10
14–16	Left Front Leg	2/10
17–20	Head	2/10

Weapons

Type	*Weapon Skill*	*Damage*
Kick	40%	1D6+1D12
Gore	40%	1D6+1D12

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 6m
Skills: Athletics 75%, Resilience 70%, Survival 20%
Typical Armour: Hide (AP 2, no Skill Penalty)

Minim

'*Peculiar man-like creatures, with hairy bodies topped by completely hairless heads, measuring less than a foot high, regarded them from cover.*'
–The Sword of the Dawn

The stunted Minim hide in the valleys of poisoned Yel, in the west of Granbretan. The little men of the hills are the stuff of nightmares for the unmasked miners and labourers in the factory-cities; it is said that Minim burrow through the ground and into the walls of houses, waiting and spying until the time has come to snatch babies, spoil food or murder people in their sleep. The little horrors were once human, but that was hundreds of generations ago. The Minim have little intelligence left to

them, despite their over-large craniums, and have barely mastered the skill of working stone. Still, their arrows are sharp and dipped in poisonous leek-juice.

Characteristics

STR	1D6	(3)
CON	3D6	(10)
DEX	3D6+6	(16)
SIZ	1D6	(3)
INT	1D6+6	(9)
POW	3D6	(10)
CHA	2D6	(7)

Minim Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	0/3
4–6	Left Leg	0/3
7–9	Abdomen	0/4
10–12	Chest	0/5
13–15	Right Arm	0/2
16–18	Left Arm	0/2
19–20	Head	0/3

Weapons

Type	*Weapon Skill*	*Damage / AP*
Spear	40%	1D8–1D6 / 2
Short Bow	40%	1D8–1D6 / 2

Special Rules

Combat Actions: 3
Strike Rank: +12
Movement: 2m
Traits: Night Sight
Skills: Stealth 70%, Perception 50%

Mutant War-Jaguar

'The stable door was swept back from within by a giant paw. Then, a head emerged, larger than an ox's, fiercer than a tiger's; a snarling cat's head with slanting yellow eyes and long yellow fangs. As it padded out, a deep growling sound coming from its belly, its glaring yellow eyes regarding them calculatingly, they saw that its back was lined with a row of foot-high spines of the same colour and appearance as its fangs, running down to the length of its tail which, unlike that of an ordinary cat, was tipped with barbs.'
– The Mad God's Amulet

These monsters are the product of a perverted biological experiment in Asiacommunista according to certain books of lore. They are immortal and virtually indestructible, and would no doubt have overran the entire world if they were not mercifully sterile. The creatures are highly efficient and effective predators, and are far more intelligent and cunning than a mere animal. At least two such creatures somehow ended up in Ukrania, where they fell under the thrall of the Mad God; many more many still exist in fabled Asiacommunista.

Characteristics

STR	6D6+24	(45)
CON	4D6+20	(34)
DEX	3D6+12	(22)
SIZ	4D6+20	(34)
INT	2D6	(7)
POW	3D6	(10)
CHA	7	(7)



War-Jaguar Hit Locations

D20	Hit Location	AP/HP
1-2	Tail	3/13
3-4	Right Hind Leg	3/13
5-6	Left Hind Leg	3/13
7-9	Hindquarters	3/14
10-12	Forequarters	3/15
13-15	Right Front Leg	3/12
16-18	Left Front Leg	3/12
19-20	Head	3/13

Weapons

Type	*Weapon skill*	*Damage / AP*
Bite	80%	1D12+2D8 / 3
Barbs	60%	3D4+2D8+poison
Claw	100%	1D6+2D6 / 3
Tail Lash	60%	3D4+2D8+poison/ 3

The jaguar's poison barbs have a Potency of 75. The area struck is numbed and paralysed, giving a penalty of –4 to the victim's DEX.

Special Rules

Combat Actions: 4
Strike Rank: +14
Movement: 6m
Traits: Formidable Natural Weapons, Poison, Night-Sight, Regeneration
Skills: Athletics 75%, Dodge 50%, Perception 75%, Stealth 75%
Typical Armour: Hide (AP 3, no Skill Penalty)

Swamp Denizens

'*Rising from the waters of the pool, water rushing from its huge sides, was a reptilian creature with blazing eyes and scales as black as the night. Only its mouth, which now gaped wide, contained the whiteness of pointed teeth.'*
– The Sword of the Dawn

These slobbering monsters were encountered by Hawkmoon and D'Averc in the bayous outside Nawleen, in mysterious Amarekh. Later, in the city itself, they fought several smaller examples of the breed, which had adapted to thrive in the lake of blood in the foul Temple of Batach Gerandium. The creatures are amphibious, equally at home in water and on land (or in fresh blood!). They customarily use their tentacles to drag victims into the water, to be devoured there.

The monster's many tentacles give it an extra attack every round, in addition to its two Combat Actions.

Characteristics

STR	4D6+24	(38)
CON	4D6+12	(36)
DEX	2D6	(7)
SIZ	4D6+24	(38)
INT	3	(3)
POW	2D6	(7)
CHA	3	(3)

Swamp Denizen Hit Locations

D20	Hit Location	AP/HP
1-2	Tentacle	4/14
3-4	Tentacle	4/14
5-6	Tentacle	4/14
7-10	Belly	4/15
11-14	Torso	4/16
14-15	Tentacle	4/14
16-17	Tentacle	4/14
18-20	Head	4/15

Weapons

Type	*Weapon skill*	*Damage*
Tentacle	60%	1D4+2D8
Bite	40%	4D8

Special Rules

Combat Actions: 2
Strike Rank: +5
Movement: 4m
Traits: Earth Sense, Excellent Swimmer, Tentacle Attacks
Skills: Survival 60%, Perception 40%
Typical Armour: Blubbery Hide (AP 4, no Skill Penalty)

Wraith-Folk

'All were of the same beautiful and graceful appearance; none wore clothes. The faces and bodies were ageless, scarcely human, but they radiated such a sense of tranquillity that Hawkmoon immediately felt relaxed and secure.'
–The Mad God's Amulet

The people of Soryandum were once human, and perhaps they still are in a way, but they have transmuted their

mortal flesh into an immortal and perfected immaterial form. They have no power outside their ancient city, but within it they enjoy perfect health and virtual immunity to damage. The Wraith-Folk can pass through solid objects like ghosts, but can manipulate the physical world if they choose while within the city. They are possessed of incredible strength, and are able to rend steel and lift huge weights easily. For the wraith-folk, to think of a deed is to perform that deed.

The Great Good Ones of Dnark may be of the same order as the Soryandumite Wraith-Folk. The Wraith-Folk are spirits, and can only be damaged by sorcerous effects and weapons. They use their INT scores in place of DEX, CHA for STR and POW for CON.

Characteristics

STR	0	(0)
CON	0	(0)
DEX	0	(0)
SIZ	2D6+6	(13)
INT	2D6+12	(19)
POW	2D6+12	(19)
CHA	4D6+12	(24)

Wraith-Folk Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	0/7
4–6	Left Leg	0/7
7–9	Abdomen	0/8
10–12	Chest	0/9
13–15	Right Arm	0/6
16–18	Left Arm	0/6
19–20	Head	0/7

Weapons

Type	*Weapon Skill*	*Damage*
Fist	60%	2D6

Special Rules

Combat Actions: 4
Strike Rank: +19
Movement: 10m
Traits: Night Sight, Spirit
Skills: Dodge 90%, Stealth 90%, Perception 90%, Resilience 90%, Persistence 90%, any Sorcery spells 50%+

Wolf

More than a few lone travellers in Europe have been killed and eaten by wolf packs. Wise men barricade themselves behind stout doors when they hear howling on the wind.

Characteristics

STR	3D6	(10)
CON	3D6+3	(13)
DEX	3D6+3	(13)
SIZ	2D6+3	(10)
INT	5	(5)
POW	3D6	(10)
CHA	5	(5)

Wolf Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/5
3–4	Left Hind Leg	2/5
5–7	Hindquarters	2/6
8–10	Forequarters	2/6
11–13	Right Front Leg	2/5
14–16	Left Front Leg	2/5
17–20	Head	2/5

Weapons

Type	*Weapon Skill*	*Damage*
Bite	60%	1D8–1D2
Claw	30%	1D6–1D2

Special Rules

Combat Actions: 3
Strike Rank: +8
Movement: 5m
Traits: Night Sight
Skills: Athletics 80%, Dodge 55%, Resilience 40%, Perception 60%, Stealth 55%, Survival 40%, Tracking 60%
Typical Armour: Hide (AP 2, no Skill Penalty)

Yelish Fellbeak

'They were covered in oily fur, with the beaks of birds and the claws of cats, huge eyes blazing, beaks parting to reveal teeth, emitting a horrible hissing sound.'
–The Sword of the Dawn

The seemingly random assemblage of hideous traits that makes up these creatures implies they were made by some cruel and capricious sorcerer, who took some base

animal – or even human stock – and grafted all sorts of unlikely appendages and organs to this frame, creating the stumbling, twitching, hateful mockeries that now skitter and wail in the hills of Yel. The creatures despite humans, perhaps blaming them for their current state in some primordial race-memory. They are also thieves, and will often flee a battle after stealing some prize like a weapon from a foe.

Fellbeaks are easily recognised by their foul scent. They hunt in family packs, with up to three dozen creatures attacking a single settlement or trade caravan. The roads in the west of Granbretan are patrolled by warders who watch for Fellbeak raids.

Characteristics

STR	3d6+12	(23)
CON	3d6+12	(23)
DEX	3d6	(11)
SIZ	2d6+6	(13)
INT	1d6+6	(9)
POW	3d6	(11)
CHA	2d6	(7)

Fellbeak Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	2/7
4–6	Left Leg	2/7
7–9	Abdomen	2/8
10–12	Chest	2/9
13–15	Right Arm	2/6
16–18	Left Arm	2/6
19–20	Head	2/7

Weapons

Type	*Weapon Skill*	*Damage*
Claw	60%	2D6
Bite	40%	1D10+1D6

Special Rules

Combat Actions: 2
Strike Rank: +10
Movement: 4m
Traits: Night Sight
Skills: Athletics 40%, Dodge 40%, Stealth 70%, Tracking 50%
Typical Armour: Oily Fur (2 AP, no Skill Penalty)

Zombie

…because you know some Dark Empire sorcerer is going to raise the dead in your campaign. Zombies have very low INT, POW and CHA, as they have virtually no intelligence, will or personalities of their own. As such, attempts to control a zombie's mind or influence its personality will suffer a –50% penalty. Zombies are also immune to fatigue, disease and poisons.

Zombies do not lose Combat Actions when they suffer Minor or Serious Wounds, and cannot be killed except through a Major Wound to the head or chest.

Characteristics

STR	3D6+12	(22)
CON	1D6	(3)
DEX	1D6+3	(7)
SIZ	3D6	(10)
INT	1D3	(2)
POW	1D3	(2)
CHA	1D3	(2)

Zombie Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	—/3
4–6	Left Leg	—/3
7–9	Abdomen	—/4
10–12	Chest	—/5
13–15	Right Arm	—/2
16–18	Left Arm	—/2
19–20	Head	—/3

Weapons

Type	*Weapon Skill*	*Damage*
Unarmed	50%	1D3+1D4

Special Rules

Combat Actions: 1
Strike Rank: +4
Movement: 2m
Traits: Dark Sight, Night Sight

THE DEEDS OF HAWKMOON

For a fuller accounting of these deeds, the reader should consult the four books collectively known as The *History of the Runestaff*: *The Jewel in the Skull, The Mad God's Amulet, The Sword of the Dawn* and *The Runestaff*, as well as the *Chronicles of Castle Brass*: *Count Brass, The Champion of Garathorm* and *The Quest for Tanalorn*. Optionally, the tale of *The White Wolf's Son* is partially set in an alternate version of Hawkmoon's world, although much of that tale is taken up with the deeds of Elric of Melnibone during his thousand-year dream. It is also illuminating and entertaining – though by no means necessary – to read all the books making up the Eternal Champion Cycle. For most adventures in Hawkmoon's world, only the *History of the Runestaff* is relevant, as the later books concern events cosmic and otherworldly.

The Jewel in the Skull

The Dark Empire of Granbretan is engaged in the conquest of Europe. Half the continent is under their rule, and they are already planning the conquest of Arabia and beyond. To smooth their path to victory, Baron Meliadus of Kroiden visits Count Brass of the Kamarg, offering an alliance. If the Count will supply information on the politics and defences of all the unconquered courts of Europe, then the Dark Empire will look kindly on him. Count Brass rejects this offer, preferring to stay neutral and trust to the safety of his heavily armed watchtowers instead of allying with the Dark Empire or their enemies. The Baron remains in Castle Brass for a few days, trying to convince the count, and there he conceives of a passion for the Count's beautiful daughter, Yisselda. Meliadus

The Eternal Champion

The Multiverse – the collective of all possible universes, dimensions and timestreams – is dominated by the conflict between Law and Chaos. At times, Equilibrium – a balance between the forces – holds sway, and this is just and good. When these forces clash, then an aspect of the Eternal Champion is often found in the thick of the conflict. The Eternal Champion is the champion and the very essence of Humanity – although he is not always a Man, and not always Human. His purpose is to drive the conflict back towards Equilibrium, but he often ends up wittingly or unwittingly serving Law or Chaos, or trying to deny his destiny entirely. There are certain concepts and roles that occur again and again in the cycle of the Eternal Champion. Names occur again and again... Von Bek, Cornelius and so forth. The Champion nearly always has a true love, who is often taken from him by fate. There is almost always a Companion, who tends to balance the Champion's moods – when one is dark, the other is joyous; when one is cynical, the other is hopeful and naive and so forth. There is also the Black Sword, an incredibly dangerous and powerful artefact of Chaos that finds its way to the Champion in one form or another – for Hawkmoon, it manifested as his doom, the soul-eating Black Jewel embedded in his skull.

The Multiverse is vast indeed. There are thousands of worlds and time periods; demons and gods and magics and wonders and horrors beyond count or comprehension. Hawkmoon is the Eternal Champion of his era and his world, but even he sees only a fragment of the tapestry of fate.

tries to abduct Yisselda, but is stopped by the Count's old friend and counsellor, the philosopher-poet Bowgentle. Meliadus easily defeats Bowgentle, but the noise of their struggle rouses Count Brass, who banishes Baron Meliadus. Furious, the departing Baron swears that he will have his revenge and that he will possess Yisselda. He swears this by the Runestaff, and so puts all following events in motion.

Back in Granbretan, Meliadus chooses another way to conquer the Kamarg for his master, King-Emperor Huon. His tool will be the recently captured Duke of Koln, Dorian Hawkmoon. The young noble is tortured until he agrees to go to Castle Brass and kidnap Yisselda, thus bringing Count Brass to heel. To ensure Hawkmoon's loyalty, the chief sorcerer of Granbretan, Baron Kalan, implants the terrible Black Jewel in Hawkmoon's skull. This living jewel allows the lords of Granbretan to see whatever Hawkmoon sees, and will also eat his brain if they activate it fully.

Hawkmoon travels to the Kamarg and is welcomed as a guest, but a suspicious Count Brass realises that Hawkmoon is not in control of his actions. Bowgentle and Count Brass manage to block the connection between the Black Jewel and Granbretan, thus freeing the young Duke of Koln. Unfortunately, this is only a temporary measure, for in a few months, the Black Jewel will break through their dampening effects and consume Hawkmoon's mind. Brass suggests that Hawkmoon seek out the sorcerer Malagigi in Persia, the only man who could remove the gem. Hawkmoon prefers to spend his remaining months fighting the Dark Empire, though, and leads the forces of the Kamarg in a defensive war against the approaching legions of Granbretan. The combination of Hawkmoon's wild heroism and the incredible weapons of Brass' watchtowers gives the Kamarg an unlikely victory.

Meanwhile, Brass' daughter Yisselda has fallen in love with Hawkmoon, and convinces him to seek out Malagigi. Confident that the Kamarg can hold out for a few months, Hawkmoon flies to the east on a flamingo. His journey is interrupted when his steed is shot down in the Bulgar Mountains by a hunter named Oladahn. This strange fellow is a beast-man, the son of a sorcerer and a giantess. To make amends for delaying Hawkmoon on his journey, Oladahn elects to accompany him. The pair happen across the wandering caravan of the bizarre ruled by the sorcerer Agonosvos, and Oladahn saves Hawkmoon when the sorcerer tries to turn the Duke over to the Dark Empire. They steal Agonosvos' magically augmented horses and make for Persia.

In Persia, they meet an armoured figure called the Warrior in Jet and Gold. Hawkmoon realises he saw the warrior several times as he travelled to Castle Brass, and the Warrior has in fact been following him. They are attacked by Dark Empire troops, and the Warrior in Jet and Gold proves to be a powerful fighter, saving them in the battle. The cryptic warrior admits that he saved Hawkmoon's life for a purpose, but will not say what it is. They travel on to the city of Hamadan, where the sorcerer Malagigi dwells, but find it under attack by Dark Empire forces under the command of Baron Meliadus, allied with traitors within the city. Hawkmoon and Oladahn join forces with the rightful queen of Hamada, Frawbra, and manage to drive off the Granbretanians and mortally wound Meliadus.

Despite this victory, Malagigi refuses to aid Hawkmoon. The Warrior in Jet and Gold returns and intercedes on Hawkmoon's behalf, telling the sorcerer that both Hawkmoon and the Warrior serve the same power. Hawkmoon has no idea what power the Warrior refers to, but gratefully accepts his help. Malagigi disables the Black Jewel, removing the doom set on Hawkmoon all those months ago.

The Mad God's Amulet

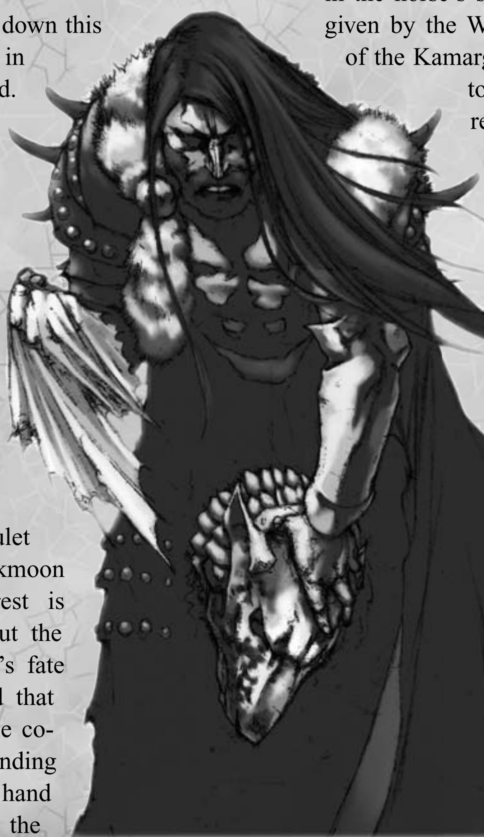
While travelling through the deserts of Syria, Hawkmoon and Oladahn are waylaid by Dark Empire forces under the command of the renegade Frenchman, Huillam D'Averc. He is famed for his hypochondria, his wit and his skills as a swordsman, painter and architect. It is his last talent that brings him to the deserts of Syria – his mission here is to construct an ornithopter nest from the ruins of the abandoned city of Soryandum.

While captive, Hawkmoon and Oladahn discover that Soryandum is not actually abandoned; long ago, the folk of Soryandum used advanced science to transform themselves into spirits. They are immortal and powerful, but only within the boundaries of the city. They free Hawkmoon and Oladahn on condition that the two retrieve a particular artefact from a secret vault outside the city. The pair uncover the vault and get two identical devices, but unfortunately they rouse the guardian of the vault, who pursues them. The guardian runs into the Granbretanian forces, and Hawkmoon and Oladahn use

the confusion to slip into the city and give the artefact to the spirits. The spirits use the crystal artefact to transfer their city into another dimension where they will be safe from the Dark Empire. As Soryandum vanishes, the spirits tell Hawkmoon to take the remaining crystal device and bring it to his home, so he too can escape to another dimension.

With the salvation of the Kamarg in hand, Hawkmoon and Oladahn reach the coast and take ship back to Europe. En route, they rescue Huillam D'Averc, who they find drifting on a raft. He escaped from the marauding guardian of the vault, and claims that the Dark Empire would never forgive his failure at Soryandum. Initially, Hawkmoon considers the Frenchman his prisoner, but the two soon become friends. Then, their ship is attacked by pirates serving the Cult of the Mad God. These pirates fight like madmen, but Hawkmoon manages to defeat them by a clever stratagem. On the pirate ship, he finds a golden ring that he recognises – it is a ring belonging to Yisselda! He questions the surviving pirate, and discovers that their foes were innocent merchant sailors, driven mad by a drug given to them by their captain.

The trio sail north, and track down this captain, who admits to being in the service of the Mad God. He claims that he sent a beautiful girl from the Kamarg north to the Mad God's castle in the heart of Ukrania, for the God delights in pretty playthings. Hawkmoon, Oladahn and D'Averc resolve to rescue Yisselda, and ride north. En route, they again encounter the mysterious Warrior in Jet and Gold, who insists that Hawkmoon must retrieve an item called the Red Amulet from the Mad God. Hawkmoon replies that his only interest is Yisselda, not the Amulet, but the Warrior insists that Yisselda's fate is bound to the amulet, and that her capture and the incredible co-incidence of Hawkmoon finding her ring on a dead pirate's hand were both orchestrated by the fate bound in the Runestaff. The Duke of Köln dismisses this as mystic nonsense, but accepts the Warrior's aid in saving Yisselda.



The Castle of the Mad God is defended by a horde of beautiful women, all crazed with a bloodthirst evoked by magic. Hawkmoon and his companions manage to trap the women in nets, and enter the castle, just ahead of a Dark Empire army. In the throne room of the castle, Hawkmoon meets a madman, who claims to be a prisoner of the Mad God, but is discovered to be the God himself, driven insane by the power of the Red Amulet. The madman calls forth Yisselda, who is under the amulet's power. She attacks Hawkmoon, and nearly slays him before the Warrior in Jet and Gold tells Hawkmoon to claim the power of the amulet for himself. The Red Amulet obeys Hawkmoon, freeing Yisselda from the spell. The castle doors are breached by the Dark Empire, but the Red Amulet augments Hawkmoon's strength a hundred-fold, and he and his companions slay many Granbretanians. Still, there are too many to fight, so the group flees through the dungeons of the castle. Hawkmoon remembers that he left his horse outside, and in the horse's saddlebags is the crystal artefact he was given by the Wraith-Folk of Soryandum, the salvation of the Kamarg. The Warrior in Jet and Gold promises to bring Hawkmoon the bag, but never returns. The companions are forced to leave, with Hawkmoon cursing the Warrior's treachery as he runs.

En route to Castle Brass, they learn that the Kamarg has not yet fallen, but that Count Brass has succumbed to despair. Hastening, they risk crossing through a Dark Empire camp, where they are again betrayed, this time by Huillam D'Averc, who hands Hawkmoon, Oladahn and Yisselda over to the Dark Empire commander – Meliadus. The Wolf lord survived the battle at Hamadan, and is now returning

to Europe to destroy the last outpost of resistance – the Kamarg. Hawkmoon and his companions are put in chains so they may witness this last triumph of Meliadus' war in Europe.

At the borders of the Kamarg, D'Averc drugs the guards and frees Hawkmoon and the others. The mercurial Frenchman explains that the Dark Empire had already discovered their presence in that camp, and that only by betraying them then could he free them now. Putting deed to the word, he melts their chains with a flame-lance, and the four cross into the Kamarg on the eve of the last battle. Count Brass is revived by the return of his daughter and young protégé, and resolves to fight one last glorious battle against the Dark Empire. With the count's strategic genius and the power of the Red Amulet running through Hawkmoon's body, they inflict considerable damage on the enemy, but the whole might of the Dark Empire is now bent upon Castle Brass. Their victory has won them but a single night of life, which Hawkmoon uses to marry Yisselda. They cannot hope to survive – then the Warrior in Jet and Gold arrives, bearing the saddlebags containing the crystal engine from Soryandum. He took it to keep it safe, and now returns it as promised.

All the surviving folk of the Kamarg are now crowded inside Castle Brass and the town of Aigues-Mortes. The device is activated; the castle, the town, and the hill they stand on vanish in a haze of blue fire. The companions of Castle Brass find themselves in an alternate Kamarg, in a world where Humanity never evolved and all the world is wilderness. Back in their original world, a furious Meliadus swears that he will one day find a way to exact revenge on Hawkmoon and all the rest in Castle Brass…

The Sword of the Dawn

Time passes on both sides of the dimensional divide. While Hawkmoon and his companions explore their new home, the Dark Empire continues its conquests. All of Europe has fallen; most of Arabia, too, is theirs. They now set their avaricious eyes on unknown Asiacommunista, but also on far Amarekh. Baron Kalan, the genius scientist-sorcerer, has developed a new engine that can propel ships at great speeds, even across the wide Western Ocean. The prestigious mission of scouting Amarekh, though, goes to the eccentric Count of Sussex, Shenagar Trott.

In the alternate Kamarg, Hawkmoon encounters a stranger, who introduces himself as the famed playwright, Elvereza Tozer, the most talented dramatist of the Dark Empire. Tozer claims to have travelled to this other dimension by the power of his mind, in order to escape persecution at court. The Warrior in Jet and Gold arrives unexpectedly at this juncture, and corrects Tozer's story. The playwright actually escaped to Yel, the western part of Granbretan, where he obtained a crystal ring off a sorcerer there. This sorcerer, Mygan of Yel, knows the secret of dimensional travel. Hawkmoon realises that if the Empire find this sorcerer, they could follow Tozer into the Kamarg's refuge. They have two rings – one from Tozer, and one from the Warrior. Therefore, Hawkmoon and D'Averc resolve to return to their original world, travel to Yel, and ensure Mygan does not help the Empire.

Baron Meliadus' standing at court has fallen, because of his obsession with finding Hawkmoon and Castle Brass. He has even enlisted the aid of his hated brother-in-law, Taragorm of the Palace of Time. Taragorm is second only to Baron Kalan in his knowledge of science. Meliadus also plots to go to Yel, to investigate the bizarre claims of the vanished Elvereza Tozer about sorcery and dimensional travel. The baron's plots for revenge are interrupted by a new mission, given to him by the King-Emperor; he is to entertain and interrogate two strange visitors to court. Two emissaries from Asiacommunista have arrived at Londra, and King Huon desires to know all their secrets.

The masked and armoured emissaries prove to be frustratingly laconic and dull, but they do attract the interest of one of the nobles of Granbretan – Countess Flana of Kanbery, the only living heir of King Huon. Flana is more jaded than any of the other noblewomen, and seeks only new and exotic amusements – like seducing one of the possible inhuman emissaries from Asiacommunista. She creeps into their quarters by night and discovers them to be, in fact, wholly human. The emissaries are actually Hawkmoon and D'Averc. Hawkmoon is adverse to being seduced, on the grounds that he is a married man; D'Averc, on the other hand, responds enthusiastically to the suggestion. Impressed by many things – their heroism, their defiance of the Dark Empire, Huillam's skills as a lover and their innate humanity, so unlike the bestial madness of the Granbretanians she has known all her life – Flana agrees to help them. She poisons their guards and gives them an ornithopter, which they use to fly to Yel.

King Huon believes that the emissaries have fled back to Asiacommunista, and orders Meliadus to find out how

they escaped. The baron instead pursues his vendetta against Hawkmoon, and rides for Yel, not knowing that he is actually hot on Hawkmoon's trail. In Yel, Hawkmoon and D'Averc find Mygan, but soon they are trapped in a cave by Meliadus' men. Mygan explains that he is a servant of the Runestaff, and that the only way to escape is by activating the rings in a particular way. Hawkmoon and D'Averc comply, and find themselves teleported to Amarekh. A moment later, a mortally wounded Mygan joins them, and says they must seek the Sword of the Dawn in the city of Nawleen, then go north to Dnark, where the Runestaff awaits them.

After a series of bizarre adventures, including one where they are briefly enslaved by a pirate called Valjon, Hawkmoon and D'Averc are brought to Nawleen on board a boat that sails along the great river. They befriend a man called Bewchard, who tells them that Nawleen is mostly under the control of the pirates, led by Captain Valjon. The pirates conquered the city with the aid of a magical artefact, which they now worship – the Sword of the Dawn. Tired of being manipulated by the Runestaff's agents into seeking out ancient relics, Hawkmoon considers sailing back to Europe, but then their friend Bewchard is captured by the pirates. He is to be sacrificed to the Sword, so Hawkmoon has no choice but to break into the pirate temple and take the Sword. The magical blade proves to be a powerful weapon – not only it is a keen weapon in its own right, it can summon a vast army of barbaric warriors from thin air, and when one warrior dies, another takes his place. With the Army of the Dawn, Hawkmoon overthrows the pirates and frees Nawleen.

The Warrior in Jet and Gold appears, and orders Hawkmoon to go north to Dnark, where the Sword is needed. Hawkmoon defies the Warrior, and instead sets sail for Europe…

The Runestaff

Back in Granbretan, King-Emperor Huon grows increasingly displeased by Baron Meliadus for pursuing Hawkmoon instead of focussing on the impending war with Asiacommunista. The King's scorn rankles with the baron, and he begins to contemplate the previously unthinkable – revolt. If Meliadus put Countess Flana on the throne, then married her, the whole Empire would be his. He begins to assemble allies, including both Baran Kalan and Taragorm of the Palace of Time. Secretly, Flana agrees to the plan only because she will be able to pardon and marry Huillam D'Averc when she is queen.

Hawkmoon's voyage to Europe is cut short when the ship is attacked by monstrous flying reptiles, who drag it back towards Amarekh. On the coast, they are greeted by a strange man, who introduces himself as Orland Fank of Orkney, the 'brother' (in some sense) of the Warrior in Jet and Gold, and another servant of the Runestaff. He gives them a little boat, which takes them to the beautiful, dreamlike city of Dnark, inhabited by the Great Good Ones.

In Dnark, they meet an apparently omniscient child, Jehamia Cohnahlias, who welcomes them as guests. He has another guest, too – Shenegar Trott, the Count of Sussex. On neutral ground, they debate the morals of the Dark Empire. Trott claims that Granbretan has brought peace and order to Europe, and that they will reclaim the lost knowledge of previous ages. Hawkmoon argues that they bring death and suffering, and that they are a cancer that must be destroyed. That night, Trott returns to his ship and gathers his men, who storm Dnark and capture the child, Jehamia Cohnahlias. Trott demands that Jehamia tell him where the Runestaff is, and the child obeys, pointing to the tallest tower. Trott and his two thousand troops take their stairs; Hawkmoon and D'Averc are carried up the tower by the Great Good Ones, who are akin to the wraiths of Soryandum.

Atop the tower is the Hall of the Runestaff. Trott's men pour in, to find their path blocked by Hawkmoon, D'Averc – and the Warrior in Jet and Gold and his brother, Orland Fank, who suddenly appear to defend the Runestaff. Trott threatens to kill Jehamia Cohnahlias, but the boy dematerialises and merges with the Runestaff – he *is* the staff, or an avatar of it. Furious, Trott orders his men to attack. Hawkmoon evens the odds by summoning the Legion of the Dawn, and the Dark Empire troops are defeated. The Warrior in Jet and Gold is slain during the battle, but Orland Fank also mourns the loss of his son – apparently, Jehamia is Fank's child in some form, and manifests only rarely. Weeping, Fank explains that all is now set for a confrontation between the Dark Empire and the forces of the Runestaff. Granbretan's ambitions threaten the balance of the world, so the Runestaff is acting to bring things back into equilibrium.

When Count Trott's expedition fails to return, King Huon decides to send a second mission to Amarekh. He chooses



Baron Meliadus to lead it, and gives the baron free reign in selecting his troops and weapons. Meliadus equips the greatest warships of Granbretan, the *Aral Wilsn,* the *Blansacredid* and the *Skvese* with Baron Kalan's new engines, and fills them with men from Beast Orders loyal to him. The second Amarekh Expedition launches from Londra, then turns right around and attacks the city. The revolt has begun.

Aided by the Great Good Ones, Hawkmoon and D'Averc are returned to the parallel Kamarg. There, they plan a guerrilla campaign against the Empire – they will cross over with the rings of Mygan, attack with the Legion of the Dawn, then vanish back to the Kamarg once more, slowly bleeding the Dark Empire until all Europe rises up in revolt. Before they can put this plan into action, they are attacked – Taragorm of the Palace of Time managed to recapture Tozer, and used his knowledge to locate the dimension where the Kamarg was hidden. Now, he has built a machine that disrupts the crystal devices – it shatters first the rings, then the engine from Soryandum. Castle Brass and Aigues-Mortes return to their original location, materialising in a ruined and blasted Kamarg.

In Londra, the war continues. More than half the city has been taken by Meliadus, and the troops returning from the continent now waver in their loyalty to the King-Emperor. Kalan's new siege weapons prove effective, if unpredictable – the explosion of an acid cannon kills Taragorm. Still, victory is within Meliadus' grasp, and he leads the assault on the throne room himself. He destroys the throne-globe and slays King-Emperor Huon, although he is temporarily blinded in the attack. Flana is crowned Queen-Empress of Granbretan, and the civil war ends, although some rebels continue to fight the new regime. The battles were absolutely disastrous for Granbretan – much of Londra is now rubble, and half the fighting men are wounded or dead. Still, Meliadus is now effectively the ruler of all of Europe. Hearing of the return of Castle Brass, Kalan also reactivates an old weapon – the machine of the Black Jewel, which is still embedded in Hawkmoon's skull.

The Orkneyman arrives at Castle Brass, bearing six gifts – mirrored helms, the Runestaff's answer to the bestial helms of the Dark Empire. Wearing the helms, Hawkmoon, Oladahn, D'Averc, Count Brass, Bowgentle and Yisselda ride out to war, at the head of the tiny army of the Kamarg. They find a Europe largely abandoned by the Empire's forces, as all the warriors were called to the civil war in Londra. They encounter little resistance until they reach the Silver Bridge.

The last battle takes place on the outskirts of Londra. Thousands are slain. Oladahn is killed by axe men. Bowgentle is brought down by a horde of pikemen. Count Brass kills three Grand Constables of the Beast Orders in a single combat, but is killed by a spearman who strikes him from behind. D'Averc breaks through the lines and reaches the throne room of Queen Flana – but he is killed by a flame-lancer before he can embrace her.

Hawkmoon and Meliadus meet in single combat. The Black Jewel nearly consumes Hawkmoon's mind, but the Runestaff protects him. With the last of his strength, Hawkmoon kills Meliadus, then collapses as Dark Empire forces swarm over the army of the Kamarg…

…but he awakens to find himself in Kalan's laboratory. The sorcerer restores Hawkmoon's health and sanity, then

departs to kill himself. With Meliadus' death, Queen-Emperor Flana took command of the Dark Empire army and ordered them to lay down their arms. She resolves to reform Granbretan, to dissolve the Beast Orders and to build a new and better world. Londra will be abandoned; the madness is over. Its work done, Orland Fank takes the Runestaff and the other relics back into his custody. The balance is restored.

The two survivors, Hawkmoon and Yisselda, return to the Kamarg to rebuild their home and raise their children.

Here ends the History of the Runestaff series.

Count Brass

Five years have passed since the Battle of Londra. Hawkmoon now rules the Kamarg with Yisselda and their two children, Manfred and Yarmila. The Empire of Granbretan is no longer dark; Europe has begun to rebuild, and there is now more trade and commerce than ever before. All seems well, but then the people of the Kamarg begin to turn on Hawkmoon. They accuse him of being a traitor, of murdering Count Brass. Hawkmoon investigates, and discovers that several people have met the ghost of Count Brass out in the marshes.

One night, Hawkmoon goes into the swamps to find this ghost. He does indeed meet Count Brass there, but this is a much younger Count Brass. It is as though the Count has been plucked from an earlier time, and then ensorcelled to believe that Hawkmoon murdered him. Hawkmoon persuades the ghost to meet with him again the following night, although from the ghost's perspective, Count Brass exists in a seemingly eternal twilight.

The following night, Hawkmoon meets Count Brass's 'ghost', along with the ghosts of Oladahn, Bowgentle and D'Averc. All speak of dying in various incidents, only to be revived by a strange oracle that appeared to them in the shape of a crystal pyramid. Hawkmoon remembers hearing of most of these incidents, but knows that his friends survived all those dangers. He begins to suspect they were taken from the past by this oracle for some unknown purpose. They agree to question the oracle; when it appears, Hawkmoon hides and Brass claims that he has slain the Duke of Köln. The oracle congratulates the Count, and Hawkmoon recognises the voices coming from the crystal pyramid – it is Baron Kalan of Vitall, the twisted genius of the Dark Empire, who was said to have committed suicide rather than live in Flana's reformation. They attack the pyramid, but it vanishes through the dimensions.

Hawkmoon, Count Brass, Bowgentle, Oladahn and D'Averc resolve to travel to the one group who might be able to help them – the Wraith-Folk of Soryandum. Kalan attacks them twice as they travel, trying to stop them from meddling, and his attacks remove both Oladahn and D'Averc from the timestream, sending them back to the time he took them from. At Soryandum, the Wraith-Folk build them a crystal sphere capable of pursuing the pyramid. Kalan attacks again, removing Bowgentle, but Hawkmoon and Count Brass escape in the sphere and follow Kalan through the dimensions.

They appear in Londra, but not the Londra of the present. Somehow, Kalan has found an alternate Londra, made up of echoes of the true horror. Most of the guards and warriors in this alternate Empire are 'ghosts' like Count Brass, plucked from reality at the moment of their death and condemned to a timeless twilight existence, a single instant of their lifespan drawn out to months or years. In the throne room, they even discover all the heroes and monsters of the Empire – Huon, Meliadus, Trott, Flana and all the rest – all drawn from their pasts. Brass and Hawkmoon ambush Kalan and question him. The scientist claims that his initial plan was just to change history using his crystal pyramid, to erase Hawkmoon's triumph and restore the Dark Empire, but that every time he tried to destroy Hawkmoon, fate brought the Duke of Köln back again and again. Hawkmoon is, somehow, eternal. The only way to destroy Hawkmoon is for one of the other servants of the Runestaff to kill him, which is why Kalan brought back Count Brass and the rest. If they kill Kalan, he claims, it will disrupt the timestream still further and plunge the Multiverse into chaos.

Their interrogation is interrupted by Kalan's ally in this mad scheme – Taragorm of the Palace of Time, who escaped his death at the Battle of Londra by leaping through time. He and his guards take Hawkmoon and Count Brass prisoner. They prepare to launch a transdimensional assault on Flana's empire – if Kalan and Taragorm cannot change the past, then they can at least try to control the future. They torture Hawkmoon and Brass; Hawkmoon agrees to kill himself if they will free Count Brass, but a maddened Brass interrupts and agrees to kill Hawkmoon if they will spare him more torture. This Count Brass was taken from twenty years

ago, he has known Hawkmoon for only a few weeks and has no real loyalty to him. What is the German to Count Brass. Taragorm gleefully gives Brass a sword –

– and the Count drives it into Taragorm's clock-masked face. Chaos explodes in the alternate-Londra as the time-wind howls. Killing Taragorm has upset all the delicate changes made to time; Hawkmoon finds himself back at the Battle of Londra, and he fights his way through the carnage to save the Count from the spearman who was supposed to have killed him. Brass survives the battle… and Hawkmoon finds himself back in the Kamarg, five years later, on the night he went out to seek the ghost of Count Brass.

History has changed. Count Brass now survived the Battle of Londra – but Yisselda died that day.

The future was lost.

The Champion of Garathorm

Seven years have passed since the Battle of Londra. While Queen Flana remakes the former Dark Empire into something better and brighter, and an aging and melancholic Count Brass rules over the Kamarg, Hawkmoon is going mad. He spends his days studying a model of the Battle of Londra, fighting it over and over in his mind, searching for the right combination of tactics and fate that would have permitted Yisselda to live. He no longer remembers the names of his children; the years before time was altered now seem like a dream.

While Count Brass travels to Londra to meet Queen Flana, a stranger comes to Castle Brass. She introduces herself as Katinka Van Bak, a swordswoman of renown. She encountered a strange army in Ukrania, an army of mismatched warriors, and she believes that she saw the philosopher-poet Bowgentle among them. Hawkmoon agrees to help her investigate, and they travel east. Hawkmoon is in poor shape at the start of their journey after years of neglecting his health, but he soon begins to recover his old strength.

In the Bulgar Mountains, they meet a curious man named Jhary-a-Conel, who reminds Hawkmoon of Oladahn. The stranger travels with him, and speaks quite merrily of Hawkmoon's other lives, other incarnations. Eventually, they reach a tunnel in the mountains east of Pesht, where Katinka and Jhary both turn on Hawkmoon, knocking him unconscious and nearly killing him. Hawkmoon awakens in a woman's body in another world – that of Ilian of Garathorm. Jhary explains that the tunnel is a portal between realities; Hawkmoon is the incarnation of the Eternal Champion in his world, and Ilian is the Champion of her world. They share a soul, so when Hawkmoon was brought to the point of death, his spirit leapt into Ilian's body. This land has been conquered by an invader named Ymryl, who desired Ilian, once Princess of Garathorm. When he could not win her obedience, he destroyed her spirit with torture and sorcery. Ymryl's army appeared out of nowhere, and is composed of many different races and groups.

Jhary's flying cat spies on Ymryl's camp. Not only does the brutish commander of the mismatched army possess a magical horn that summons aid from Hell, but he is also advised by Baron Kalan of Vitall. All the members of the invading force are from different worlds and time periods; Ymryl claims they were assembled by his demon patron, Arioch, and demands that Kalan aid him in summoning the demon into Garathorm. The invading army, having conquered much of peaceful Garathorm, are now beginning to turn on each other.

Ilian, Katinka and Jhary rally support from the survivors of Garathorm. They steal weapons and flame-lances from the Tragic Millennium forces in Ymryl's army, giving them a fighting chance. In one raid, Ilian frees a prisoner from the enemy camp, a prisoner who arrived in Garathorm along with Baron Kalan. She is Yisselda of Castle Brass, kept alive by Kalan for his own nefarious purposes.

While Ymryl is occupied battling his former minions, Ilian hunts down Baron Kalan. The scientist claims to be invulnerable, because he has bound his fate to that of Hawkmoon; only Hawkmoon can slay him. Ilian shares Hawkmoon's soul, and is therefore able to penetrate Kalan's defences and destroy him. However, Kalan's death disrupts reality just as Taragorm's did, allowing the demon Arioch to physically enter Garathorm – but the demon is under assault by other forces, and cannot manifest for long. The disruption to the Multiverse caused by Kalan and Taragorm's experiments is reversing itself now that Kalan is dead. The demon vanishes; moments later, its piecemeal armour of reavers and madmen are returned to their own times and worlds.

All that is left to do is for Ilian to use a Black Jewel obtained from Kalan's corpse to transfer her soul back into Hawkmoon's body, and Hawkmoon and Yisselda return to Castle Brass.

The Quest for Tanelorn

Count Brass and Yisselda are reunited, but Yisselda and Hawkmoon's children are still missing. If Yisselda survived the changes to the timeline because of Baron Kalan's plots, then perhaps Manfred and Yarmila did too. Hawkmoon decides to go to Londra, to consult Queen Flana's scientists, but a visitor arrives at Castle Brass before he can leave. It is the Orkneyman, Orland Fank, erstwhile servant of the Runestaff. Fank is in search of information – the Runestaff has vanished from the world, and he seeks to find where it has gone!

Fank explains that Hawkmoon's adventures in the world of Garathorm were not just the result of Kalan and Taragorm's machinations. The two scientists merely took advantage of an underlying instability in reality. The Conjunction of a Million Spheres is approaching, the time when the fate of the entire Multiverse hangs in the balance. Fank believes the Runestaff may be found in the mythical timeless city of Tanelorn. Just as Yisselda's capture led Hawkmoon to the Red Amulet, and Bewchard's brought him to the Sword of the Dawn in Narleen, so too might the quest for his children bring Hawkmoon to the Runestaff.

Hawkmoon travels on to Granbretan despite the Orkneyman's suggestion that he seek Tanelorn, but as he crosses the Silver Bridge, he falls into another reality. He is briefly threatened by a spirit calling itself Sword. He meets Jhary-a-Conel once more, who brings him to a strange ship on the sea of fate. This ship carries heroes from many worlds and many times. There are no less than four incarnations of the Eternal Champion aboard – Hawkmoon himself, Prince Corum of the Vadhagh, Erikosë – the only Champion to remember all his incarnations – and Elric of Melniboné. The mysterious Captain of the ship explains that the Conjunction of the Million Spheres is a time of conflict between Law and Chaos, determining their relative power in the next cycle of the Multiverse. This conjunction is threatened by a pair of alien sorcerers from beyond reality. Only the combined power of the Champion Eternal can defeat them.

The ship lands at an island that contains the shadow of Tanelorn, the home of the two sorcerers. The four Champions and their companion warriors attack the isle, and manage to overwhelm the mind of one of the sorcerers. The Champions then use the sorcerer's power to combine their forms, becoming the Four Who Are One. In this terrible shape, they destroy the second sorcerer.

When the aliens are gone, Hawkmoon and the other survivors find themselves in Tanelorn, a shifting city of possibilities and portals. Erikosë vanishes for an instant, and returns with Oladahn of the Bulgar Mountains, who he rescued from death. All the Multiverse is accessible from this city during the Conjunction. Orland Fank arrives, and they encounter the Runestaff and Jehamia Cohnahlias once more. The spirit Sword is also there – it is a spirit of Chaos, a spirit bound at the start of the previous Multiverse to serve Law and the Eternal Champion. Now that cycle is ending, and the spirit will pass away unless the Champion preserves it, but it has a plan. It offers Hawkmoon and Erikosë what they most desire – his children and his friends Bowgentle and D'Averc, in Hawkmoon's case – if they will aid it. The spirit has inhabited many forms in many worlds, chief among which are the Black Jewel of Hawkmoon and the Black Sword wielded by Erikosë and Elric. Both those forms are present, and both contain a part of the spirit's power.

Erikosë agrees to aid the chaos-spirit and destroy the Cosmic Balance. The spirit flows into the Black Sword, and the Balance between Chaos and Law is destroyed, but Hawkmoon uses the distraction to use the Runestaff to destroy the Black Jewel. The spirit of the sword is annihilated, as is the Runestaff. The cosmic principles of Law and Chaos, of Justice and Fear are gone from reality. Cosmic authority is gone, leaving only the choices of Men to determine fate. The gods are gone.

The companions leave Tanelorn, and find themselves back on the Silver Bridge between Granbretan and Europe. The strangeness is over; the Conjunction passed, and the Eternal Champion may rest in all his guises. In his guise as Hawkmoon, accompanied by all his once-dead friends and family, he returns to Castle Brass.

Here End The Chronicles Of Castle Brass.

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Character Name:

Player Name:

Cultural Background:

Regional Background:

Profession:

Characteristics

Characteristic	Current Score
STRength	
CONstitution	
DEXterity	
SIZe	
INTelligence	
POWer	
CHArisma	

Attributes

Attribute	Current Score
Combat Actions	
Damage Modifier	
Fate Points	
Focus Points	
Movement	
Strike Rank	
Reputation	

Basic Skills

Basic Skills	Characteristic(s)	Current Score
Acrobatics	DEX	
Athletics	STR+DEX	
Boating	STR	
Dodge	10+DEX–SIZ	
Driving	10+POW	
Evaluate	INT	
First Aid	INT	
Influence	10+CHA	
Lore (Animal)	INT	
Lore (Plant)	INT	
Lore (World)	INT	
Perception	INT+POW	
Persistence	40+CHA+POW	
Resilience	40+CON+POW	
Riding	DEX+POW	
Sing	CHA	
Sleight	DEX	
Stealth	10+DEX–SIZ	
Throwing	DEX	
Unarmed	STR	

Weapon Skills

Weapon Skills	Characteristic(s)	Current Score
Basic Close Combat	STR+DEX	
Basic Ranged	DEX	

Advanced Skills

Advanced Skills	Characteristic(s)	Current Score

Favoured Close Combat Weapons

Weapon	Skill Score	Damage	ENC	AP/HP	Special Notes

Favoured Ranged Weapons

Weapon	Skill Score	Damage	Range	Load	ENC	AP/HP

Hit Locations

D20	Hit Location	Armour Points	Hit Points
1–3	Right Leg		
4–6	Left Leg		
7–9	Abdomen		
10–12	Chest		
13–15	Right Arm		
16–18	Left Arm		
19–20	Head		

Equipment

Item	ENC	AP/HP	Special Notes

Total ENC: Current Fatigue:

Traits

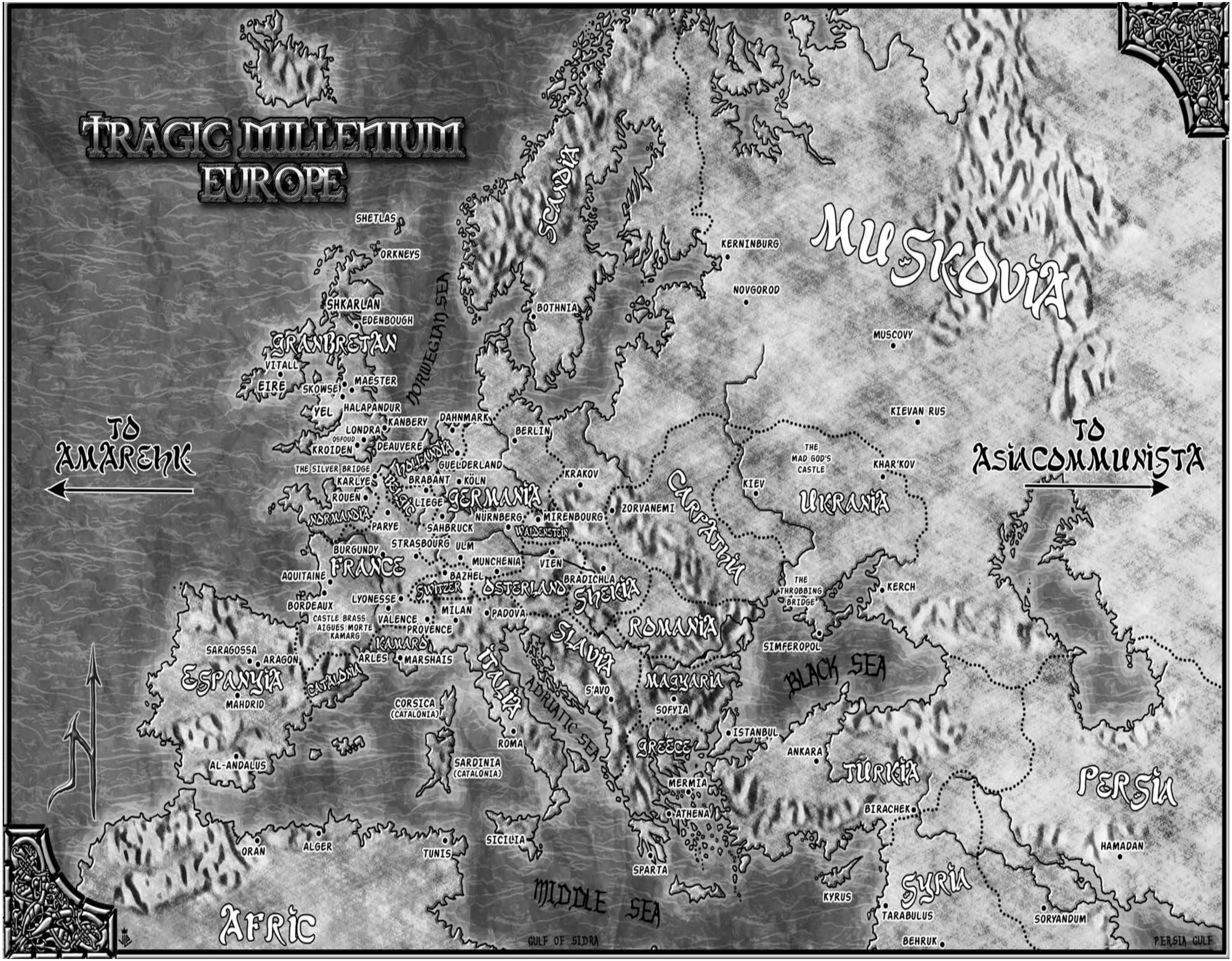
Trait	Effect

Legendary Abilities

Ability	Effect

Spells

Spell	Requirements	Casting Time	Spell Traits	Effect


TRAGIC MILLENIUM
EUROPE
SHETLAS
ORKNEYS
SHKARLAN
EDENBOUGH
GRANBRETAN
VITALL
EIRE
SKOWSE
MAESTER
YEL
HALAPANDUR
KANBERY
LONDRA
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HAMADAN
SORYANDUM
PERSIA GULF

Michael Moorcock's

Hawkmoon

Centuries after the Tragic Millennium, when the old order of Earth was washed away in fire and poison, Europe has been reduced to a land of squabbling princedoms, of monster-haunted wormwoods and empty, ruined cities. From the bleak and terrible island of Granbretan, the Dark Empire plots to conquer all the world. Their beast-masked legions, armed with flying ornithopters and sorcerous flame-lances, march across the Silver Bridge to put all of France to the sword. The Madness of Granbretan will consume all the universe if not checked.

There are other powers in this strange world - relics of ancient sorcery, creatures bred of the chaos of the Tragic Millennium, mysteries beyond comprehension. The most mysterious of these powers is the Runestaff, which legend holds controls all fate. Those who swear by the Runestaff are enmeshed in destiny and their oaths will sweep them to their doom. Sometimes, the Runestaff chooses champions, manipulating events to put them where they must be to serve its cryptic purpose.

This clash of powers is coming. Those few chosen by destiny will be pitted against the infinite evil of Granbretan.

Create your character. Choose your weapon. Accept your destiny.



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